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# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

EDIC 00000

# TOY STORY!

**IN THIS  
MONTH'S  
RED-HOT  
ISSUE:**

**SEGA RALLY  
WING ARMS  
CYBERIA  
LOADED**

**32-BIT BUSTER BRUS  
ATARI KARTS  
MK3 CHEATS  
TOSHINDEN REMIX  
PLAYSTATION GEX  
MAUI MALLARD  
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VG has a new editor-in-chief and he's Scottish! Find out what he has to say about the state of gaming today.

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The Ultro 64 is poised to be released in Japan and we've got the scoop! As if that wasn't worth the price of the magazine, VG checks out ReBoot, the color Saturday morning TV show, lays down the law about the SNK/Sega connection, and unveils a gooey bog full of info!

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## TIPS & TRICKS

**We are a guiding light in the darkness.  
We're here to help.**

If you own MK3 on the PlayStation, SNES, or Genesis, then look no further: the codes you need are in here! If that wasn't enough for you, we've also got tips for Astal, Shinobi, Street Fighter: The Movie and NBA Jam. Try not to fill your trousers!

38

## SOUNDBOARD

**Expanded to an immense four pages so we can answer more questions! Wow.**

All the regular wackiness, which means that you'll get letters from kids dressed like Sub-Zero, meaningless missives from the strange youth of the South, requests for free games galore, and a special message from Betty to all of her fans.



# RA ENTS

## FIRST LOOK 42

**Criswell predicts that these games are coming soon!**

Take a time machine into the future of gaming

resident Evil, Jupiter Strike, Theme Park, Buster Bros, Impact Racing, Cyberia, Road Rash, Shell Shock

PLAYSTATION

Toshinden Remix, Galactic Attack, Sego Rally, Hi-Octane, Pretty Fighter X, D, Thundersrike 2

SATURN

Toy Story, Moui Mallord

GENESIS

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3DO

Spider-Man: Web Of Fire

32X

Atari Karts

JAGUAR

## POWER REVIEWS 80

**What's hot, what's not, and some stuff we're not sure should even exist.**

This month we've got Loaded, Last Goldiotors, Aera Fighters, PTO2, Space Griffon, Wing Arms, Pulstar, Mystorio, NBA Jam, Killer Instinct, I-War, Missile Command 3-D, Boldies, Bottlemorph, and Attack Of The Mutant Penguins.

## SPORTSWIRE 95

**Get a box seat, order some peanuts and check out the world of sports gaming.**

You'll find, hidden inside the pages of Sportswire, tasty tidbits to tantalize your sports cravings. We're talkin' Madden for PlayStation, NHL Face-Off and Konami's amazing NFL Full Contact. Can I get a wave?





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NEW for  
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and the  
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# INPUT

## THE SPICE OF LIFE

Since when did variety become a bad thing?

**W**hy does there have to be one dominant game platform? Right now, the bottle seems to be for complete domination of the video games market. Why all of a sudden do we feel that one platform has to win? If there were only one brand of cor, or one type of breakfast cereal, we'd all get bored and the company making it would probably charge too much.

Competition is a very healthy thing. It keeps game makers on their toes and helps prevent them from releasing the complete crop we've gotten used to.

Competition made Sega reduce the price of its Saturn console to try and grab a share back from the massively successful PlayStation.

Competition made Williams put all those neat features in *Mortal Kombat* and competition made Sega release *Sonic the Hedgehog* to try and counter Mario's success. If there were no competition, the games world would die a gruesome and horrible

death, drowning in a sea of poor hardware and terrible game clones.

Wouldn't it be nice if there were two, three or even four healthy competing game systems? Well, that situation looks like it might happen early next year when Sega, Sony, 3DO and Nintendo all have competing and technically fabulous systems on the market.

Each machine is going to be positioned in a slightly different manner. The Sega machine will be aimed at the mainstream, but with a special emphasis on Japanese arcade games, especially with the Neo Geo titles they'll be getting hold of. Sony will go for the 3-D game market as well as the audience who think all Sony stuff is cool (from Walkman to TV sets). 3DO will continue to gather a popular following and Nintendo, well Nintendo may just buy the whole market with a massive media blitz and a brand-new 64-bit system. 1996 may be bad for everyone.

Frank O'Connor—Editor in Chief

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# PRESS START

## ULTRA 64 ARRIVES!

**Is this the answer to Nintendo's prayers?**

**N**intendo has finally made good on its official announcements regarding its impending 64-bit games machine. The Ultra 64, or Nintendo 64 was due to be debuted at the Shoshinkai show in Tokyo on November 23rd.

So is this the machine we've really been waiting all this time for? A cartridge-only 3DO lookalike? Yup, 'fraid so. Disappointing as it looks, the Ultra 64 has a few rather

interesting features, including a built-in 3D graphics accelerator. For example, to cite, this is by far the most powerful games system ever made. As a matter of fact, the basic Ultra 64 console is far more powerful than say, a Pentium based PC.

PC owners may well hit the roof when they read that statement, but it's true. The Ultra 64's graphic power is matched only by the Silicon Graphics Indigo machine it's based on. What does that mean to you and me? The best looking games imaginable. Only we can't show you them.

Why? Because Nintendo doesn't seem to think you guys will be interested in seeing Ultra 64 games, they'd rather show you pictures of say, *Donkey Kong Country 2*, or *Killer Instinct*.

The secrecy surrounding the Ultra 64 is among the tightest we've ever seen. With PlayStation, Saturn, and even Virtual Boy, we found out tons of things the evil corporations didn't want us to, but with this baby, we've been genuinely stumped. VIDEOGAMES has described the revolutionary U64 controllers before, but now we're giving you the chance to see them for yourselves. As you can plainly see, the design of the controller owes more than a little bit to the Sony PlayStation pads, but with a third "arm." This allows two very distinct modes of play. If you were playing *Killer Instinct 2* (one of the games scheduled for release) you would use the normal arrow key to control your player. If you wanted to use the pad to play, say, *Cruis'n USA* (another scheduled U64 title) then you



# PRESS START



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プレゼントされる

入場券にこのマークの64ビットゲームマシンが  
プレゼントされる

## BIG IN JAPAN!

Nintendo's launch of the Ultra 64 in Japan will be a lot simpler than in the U.S. Although PlayStation and Sega Saturn are both doing great business in the Land of the Rising Sun, the Nintendo machine stands a far greater chance of success thanks to huge and loyal support of the Nintendo brand.

The machine will be called the Nintendo 64 in Japan, although it had been pencilled as the Ultra Famicom until recently. Excitement and demand for the machine are already mounting, and Nintendo is giving Japanese kids a special sneak preview of the machine in late November, when it unveils the console at Shoshinkai. Three hundred lucky kids will also be given a surprise gift, and I bet they all hope it's a Nintendo 64.

Games like *Final Fantasy* and *Dragon Quest* are expected to ensure the machine's success, eclipsing both Sega and Sony competition.

would use the middle arm and the rather nifty analog joystick located at the top of it. The analog (as opposed to digital) controller allows for differences in degrees of movement. So, if you move the stick quickly, your onscreen car (or any other character) will respond quickly. The technology has been around for more than a decade now, but this is the first time a major games company has used it for the standard control method.

Nintendo has taken this route because the new kinds of 3-D games, like racers, shoot-'em-ups and *Doom*-style action games, require a lot more control and finesse than the average platform game. Also Nintendo is using it as a bit of a gimmick. Still, it

looks groovy, so who are we to complain? Better still, the controller won't ever get lonely, since the Ultra 64 machine happily accepts four of them at once, without the need for a four-player adaptor.

Sharp eyed readers may well have spotted something a little odd about both the controller and the Ultra 64 console.

They're both completely different colors. Even sharper eyed readers may have noticed that the controllers do match the color of the control ports on the front of the Ultra 64. What does this mean? Well, we

haven't the slightest idea, but we do think it looks a bit silly, so we thought we had better point it out. Tune in next month for the full scoop.



# Saturday Gets Wired with ReBoot

The Coolest Show on Saturday Mornings is Coming To Your Next Generation System Next Year!

Saturday morning cartoons have come a long way since the glory days of Hanna-Barbera. These days,

the coolest stuff on the tube is computer-generated, and the neatest bit of eye candy to come across the television waves in recent memory is *ReBoot*, the first all-computer-generated television show. It debuted in the

1994 fall season on ABC, and quickly became a cult favorite, and it almost instantly became ABC's top-rated Saturday program and it's still going strong. Next year you'll be able to play *ReBoot: The Game* courtesy of Electronic Arts.

*ReBoot* was created ten years ago by a British creative brain trust called The Hub. Three members of The Hub, Ian Pearson, Gavin Blair and Phil Mitchell moved to Vancouver, British Columbia, to ensure that *ReBoot* would eventually become a reality. Remember that old Dire Straits video, *Money For Nothing*? It was created by Ian and Phil. *ReBoot*, though, is their masterpiece.

The show is set in the computer world of Mainframe, a city inside a CPU populated by characters called sprites that either come

in robotic-looking binome form, or human-looking data sprites. Mainframe is controlled by an unseen human entity called The User. When

The User decides to play a game on his computer, the program engulfs a section of Mainframe, and the citizens in that section can "reboot" and become characters in the games. If the user wins, it means that their section of Mainframe is gone for ever.

Mainframe is not without its heroes, though. The main character in the series is the Guardian Program Bob, who hails from the advanced Super Computer. Being an advanced program, Bob is Mainframe's chief protector and he serves as mentor to a young Data Sprite named Dot Matrix. When they aren't busy fending off games, they have to deal with the presence of two mad viruses which regularly cause trouble for Mainframe. Megabyte is the smooth megalomaniac who is constantly scheming to take control of Mainframe, and Hexadecimal is a chaos virus who is programmed to create trouble from her lair in the city of Lost Angles.

As if an ultra-cool TV series wasn't enough, Alliance Communications has licensed *ReBoot* to Electronic Arts for a five-year exclusive deal. As early as next fall you'll see the first *ReBoot* game available for the Sony PlayStation. Details are sketchy at the moment, but



Bob from *ReBoot* surfs Mainframe.

here's what we know about what EA's plans for *ReBoot*: the games might take the form of the "games" within the show. You might control familiar characters like Bob and Dot through the various games. The User downloads into Mainframe, or you might have to defend Mainframe against the dastardly machinations of Megabyte and Hexadecimal. What we know for sure

is this: EA will be incorporating animation directly from the show, and the producers of *ReBoot* have invested just under \$1 million (Canadian) to create its own games division to help EA. What that means is that the EA games won't be your typical licensed crap. They'll probably be proper games! How do ya like that? Keep reading *VideoGames* for the latest news on the game.



Enzo, the kid hero of *ReBoot*.



The insane Hexadecimal.

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— Game Players 96%

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— Next Generation 5/5

"Will leave you drenched in sweat and grinning!"

— Game Pro

"The best reason to own a PlayStation!"

— Die Hard Game Fan 93%

"Best home racing game ever!"

— Ultimate Gamer 9/10

R15 TO ADULTS



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CIRCLE #105 ON READER SERVICE CARD.

# SATURN'S NEW WORLD



## When is a Saturn a Neo Geo? Soon!



Software giants Sega and SNK are teaming up in a deal which should give Sega a big advantage over rival Sony. SNK is famous for both its arcade fighting games and its (expensive) Neo-Geo home system. The recent software licensing agreement drawn

up by the Japanese parent companies gives Sega the exclusive Saturn rights to certain key SNK games and in a cross-licensing agreement, Sega will publish some of its hits for the Neo-Geo CD system.

This all sounds pretty neat, but both companies are trying hard to protect their best games. In this

respect Sega has the upper hand. The Neo Geo CD just isn't powerful enough to handle a conversion of *Virtua Fighter* or *Daytona USA*, and Sega won't be interested in any of SNK's older titles. So what Neo-Geo games will you be able to play on your Saturn? Well,

neither company is willing to say at this point, but look out for conversions of *King Of Fighters '95*, *Fatal Fury Special* and possibly *Samurai Shodown*. On the flipside, Neo-Geo fans can expect conversions of Sega's top 2-D stuff, like *Shinobi*, *Sonic* and em, well that's it really. Oh, except for *Golden Axe*.



## SPACE GHOST Coast to Coast

catch a new episode of the talk show, *Space Ghost Coast-to-Coast*. Yeah, we know this has nothing to do with the world of gaming per se, but it's one of the things that VG thinks is cool.

The show is hosted by Space Ghost, recently brought out of retirement in the land of cartoon obscurity to star in the show. Those of you with longer memories might recall Space Ghost's Hanna-Barbera action series that ran originally in the '60s and has been repeated in syndication ad nauseam since. Well, this is a *Space Ghost* for the '90s. Aided by his old enemies Zorak (who's still an evil, mutant praying mantis, but is now the show's bandleader) and Molnar (who fills the producer's role), *Space Ghost* jockeys a smart-looking desk and interviews the hip and pseudo-hip. Unlike most talk shows, *Space Ghost* will actually make you laugh, as evidenced from this exchange with musician Matthew Sweet:

Space Ghost: What would you eat with a bio-dip?

Matthew Sweet: A bio-chip.

Now that's comedy. Well, maybe it wasn't the best example, but the show is pretty darn hilarious. In the past, *Space*

*Ghost* has interviewed people like rapper Schooly D and strange ducks like Weird Al Yankovic, among others. If you're interested in giving those gaming thumbs a rest for a while, check out *Space Ghost Coast-to-Coast*. We give it an official VIDEOGAMES "Cool Stuff" stamp of approval.



The Ghost interviews Matthew Sweet, whose latest album, *100% Fun*, rocks.



Space Ghost interviews Catherine Bach, who played Daisy Duke on *The Dukes of Hazzard*.

Zorak might be an evil alien, but he swings on piano.

Blow, Space Ghost, Blow!



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# PRESS START

## TOY STORY TIME!

**Disney's movie breaks box office records, while the game breaks technical boundaries!**

**D**isney and computer graphics innovators Pixar have teamed up to produce what is easily the most visually amazing movie since Jurassic Park. Toy Story is the result of years of development and millions of dollars in computer technology. It's also one of the funniest movies of the year and stars Tom Hanks and Tim Allen. Well, it stars their voices, anyway.

Pixar have already won an Academy Award for their short film Luxor Junior, and may well repeat that Oscar success with Toy Story. The movie is the first to feature entirely computer animated characters and scenes, with not a single second of real film footage used. Every movement, every sparkle of light, every single thing you see on the screen was rendered on a Silicon Graphics computer.

The movie was released to much critical acclaim, as well as a very favorable reception from movie-goers. Disney Interactive, who have been working closely with the guys and girls from Pixar, were right on time with the Genesis conversion of the movie.

Toy Story will probably be one of the last great stands on the sixteen bit consoles and ironically enough, this looks a heck of a lot better than anything on the 32X. The graphics look more like Clockwork Knight on the Saturn than any Genesis game, and the 3D sections are an embarrassment to the people who said Doom couldn't be done on the Genesis, and all this without the aid of any special chips.

If you want to find out more about Toy Story the game, turn to our in depth First Look on page 44 where you'll get the whole scoop.



### 3D-Oops!

Video Games magazine seldom makes a boo-boo, but when we do, we're the first to admit it. In our November issue we ran a contest where the Grand Prize was an M2 game console. There were two problems there. One, the M2 doesn't exist yet and two, the grand prize was supposed to be a brand new 32 bit 3DO, supplied by the good (and annoyed) folks at Studio 3DO. We humbly offer our apologies and blame the whole sorry mess on the little monkey-demons that sometimes inhabit our computers. A second chance to win the originally intended prize is offered on page 54, so get out your special thinking pants and enter now! Oh and Video Games magazine will honor the original prize.

# Destruction

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AGES 8+



PlayStation

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Next Generation

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"The most realistic crashes we've ever seen"  
Game Players

"This is stock car racing on steroids"  
Electronic Gaming Monthly



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# GABE'S DREAM GAME GALLERY

The museum of video games that never were, but just might be.

**B**ad news, dream gamers. Dan the Man has left the building! Yes, the most hirsute member of the VG clan moved on last month to pursue other job opportunities. He wants you all to know that in his stead, I, Gabe have his permission to curate the Gallery. Basically, the only thing that's going to change is the name. The Dream Gallery still wants your wackiest and weirdest ideas for original games—as long as they're not new Mortal Kombat characters. We like the game, but geez, this is ridiculous! This month we have possibly the best crop of dream games yet. We started this page out cynically, thinking that American kids had lost all of their imagination to the numbing influence of bad sitcoms, but you guys are coming through! 'Nuff said—on with the games!

This month's opening dream game was sent to us by Wyatt Elliott of Rockford, IL. Robots, violence, and sports are Wyatt's pet obsessions and he's combined the three into a game called *Future Hockey League*. The player controls a team of robot brutes that fly around on jet skates 500 feet above the ground. Guns, knives and explosions are the rule of the day. Cool.



Wyatt's drawing was so colorful, we just had to print it big. Say, I wonder if he's played EA's *Mutant League Hockey*?

The Dream Game Gallery prides itself on being a Bazaar of the Bizarre and an Emporium of the Eclectic, but sometimes, some game ideas just throw us for a loop

and make us wonder if reality is actually what we assume it to be. Well, I'm being over dramatic, but Eddie Wang's whale hunting game kinda crept us out. You are a whaler and your mission is to kill whales, sink Greenpeace ships and club seals. When we read the back of Eddie's picture where he had written, "Whale hunting on video only. Leave the real ones alone." It's good to know that people with a social conscience read our mag.



Arr, it's the whale! Moby Dick! Give me my harpoon!

Power Boy looks like the mutant offspring of Bomberman and Vectorman (er, woman). According to creator Ayris Alcalá of West New York, NJ, "Power Boy was given special powers, now he must fight his way top the evil mad scientist to save his family and the Gem of Mystery." Heavy duty load to bear for a little boy, wouldn't you say?



Power Boy faces off against a gang of dragons that want to "jump him."

The Three Zodiacs might sound like a singing and dancing group from 1971, but it's actually an RPG created by Darian Girard. According to Darian, "You live in a magical world where there are giants, goblins and insects are unusually big. You are a dwarf!" Bummer. Everybody else is a giant and you're a dwarf. That really sucks.



Darian answers the burning question on everybody's mind: "In case you are wondering what a Zodiac is, it's a symbol that people say is in heaven."

We missed the original Killer Kid, but Colin Hultman of Sylmar, CA is already hard at work on the sequel, *Killer Kid 2*. Non-stop, action-packed fun is how Colin describes his fighting game. He admits that the concept is simple; all you have to do is knock out the other kid, but it's kind of cool to know that adults aren't the only ones having all the fun by beating the stuffing out of each other in fighting games.



Electro-Kid says "perfect", Fire-Kid says, "Ha ha ha" and the cow goes, "Moo!"

SONY



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PC Gamer Editor's Choice

"Every bit as clever as the original." - Game Players

"An immersive, satisfying and original experience." - Ultimate Gamer

"The only complaint I have is that I wish I had more time to play the game...3D Lemmings is a winner." - Electronic Gaming Monthly (Editor's Choice Gold)



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The

## BUZZ

Industry News You Can Trust

**P**layStation seems to be the console of choice in the run up to Christmas and some stores report that the Sony machine is outselling the Sega Saturn by a factor of two to one. This is a pretty strong position for Sony to be in so early in the game, and in the run up to Christmas, it could be a deciding factor in the battle for final dominance of the 32 bit market.

Sony claims to have sold more than 300,000 PlayStations in the period from the September 9th launch up to the end of October. If you do some simple arithmetic, you'll see that they should have sold at least double that number by Christmas. If you do some slightly more complicated math, you'll see that since everyone buys Christmas presents in December, they may well sell more than a million.

Sega has been quick to point out that they too have sold in more than 300,000 units to stores, but according to them, only 130,000 of those have been sold through to customers. Sony has sold 300,000 machines to stores in less than half the time it took Sega to do the same thing.

Sony also has good news on the games front, more than one million games have been sold for the PlayStation, a remarkable feat meaning that every PlayStation owner already has three or four games for their machine. Ridge Racer and Toshinden are believed to have sold on a one game for every machine basis. Not too shabby.

'Does this mean it's all over for Sega? Far from it. The Saturn's sales are also picking up in the build up to Christmas, and their new line up of games, including Virtua Fighter 2, Sega Rally and Virtua Cop should give them a much needed boost.

**ULTRA 64 LIVE**

Nintendo is currently finalizing technical details on a project that should beam the Ultra 64 into thousands of homes all across the USA. The Ultra 64 will be launched with much pomp and circumstance at the upcoming Shoshinkai show. A satellite uplink will beam pictures and information to Nintendo's web site, and anyone who's logged on will get to see the pictures there first. However, if you want to see a full, unbiased and more in-depth report on the launch, check out the very next issue of Video Games Magazine, when we bring you the full scoop on the biggest story of the decade.

**TOTAL ECLIPSE FOR SEGA**

The funny men at Sega have got a lot of codenames for a lot of projects. One codename we heard a lot was Eclipse. Sega may or may not be calling its new console Eclipse in-house, but that's kind of beside the point. The fact is that Sega has a new 64 bit machine under development and it may as well be called Frootloop for all the difference that would make. The machine is going to be compatible with the new Digital Video Disc format, which allows you to watch an entire movie with Digital Sound on a normal sized compact disc. Sega is supporting the format and it's believed its new machine will also be Saturn compatible.

None of this is confirmed as yet, but Sega has admitted that it is working on the technology and it has been provisionally pencilled in for a 1997 release date. It's not clear at the moment if the new machine is designed to replace or complement the Saturn, but it may well be targetted at a totally different market.

**BIG FRANK'S BULL-O METER**

This is where we decide how much of the stuff we hear is true and how much is bull. The games industry has more than its fair share of complete nonsense.

**ULTRA 64**

More crap has been spread around the Ultra 64 than any other machine in the history of gaming. Here are a few of the rumors that have since been proven untrue.

1. It would be a Virtual Reality machine, complete with wacky headset.
2. It would be CD based.
3. It would launch in late '94.
4. It would launch in late '95.
5. It would be compatible with Virtual Boy.

**M2**

Not too guilty, the M2 has been surrounded by a bit of bull, but now that the technology has been bought from 3DO by Matsushita, things are settling down. Matsushita will produce a 64 bit console based on the technology, but it's not clear yet if it will be a part of the 3DO family.

**128-BIT**

Now 128 bit technology does exist, but it's already pushing the limits of what can be achieved with a conventional microchip. And 128 bit doesn't necessarily mean better. At the moment, scientists are concentrating on new ways to compute, new materials to make chips from and new mathematics to make them work better. A couple of companies have demonstrated 128 bit graphics boards for PCs, but they weren't any better than SGI machines in terms of quality..

**256 BIT**

So far, nobody has even mentioned 256 bit, so maybe we'll start something. Yeah, I heard that Atari....

**WIN! WIN! WIN!**

# **GEX Goodies!**

To celebrate the launch of their brand-new PlayStation conversion of Gex, the good folks at Crystal Dynamics are giving copies of the game away. Yes, ten lucky readers will walk away with a brand-new copy of the PlayStation platform-game-de-resistance, Gex. However, only one incredibly lucky reader will win a PlayStation to play it on! And if that isn't enough, ten runners up will be walking away with a fabulous, grabulous, zip-zoop-zabulous Gex T-Shirt. We're excited. We're all but ready to wet ourselves, that's how excited we are.

To stand a chance of winning one of these impossibly arousing prizes, you're going to have to answer the following three questions:

- 1. What kind of lizard is Gex?**
- 2. How many "bits" do you need to play Gex?**
- 3. Which video games machine did Gex first appear on?**

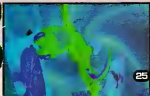
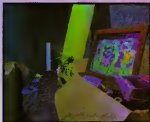
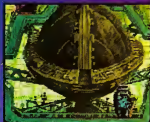
**TO ENTER:**

Send a postcard (no envelopes, please) with your name, address and age to:

**GEX CONTEST**  
c/o VideoGames Magazine  
PO Box 17379  
Beverly Hills, CA 90209-3379

Entries must be received by March 31, 1996. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

**ELIGIBILITY AND LEGAL CRAP:** Contest is open to residents of the United States and Canada. Employees of Crystal Dynamics, its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P. Inc., printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted, or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the June '96 issue of VideoGames.





# TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: *Tips & Tricks*, 8484 Wilshire Blvd., Suite 350, Beverly Hills, CA 90211. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



## Play as Smoke!

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Suih-Goro by pressing R1 once, 1 six times, 1 six times and 1 nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes!



Rotate the D-pad 360° clockwise.



Press R1 once, 1 six times, 1 six times and 1 nine times.



You'll get this message and Shao Kahn will say, "Outstanding!"



Now you can choose Smoke as a playable character.

## Secret Cheat Mode

**START:** When the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **S, L1, L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.



Quickly press **S, L1, R1, R1, R2, R2, R1, R1**. You'll hear Shao Kahn say, "Outstanding!"



Next, at the main menu screen, press **Up**.



When you see this mysterious question mark, press any button.



...to access the cheat menu.



Turn "Fatality Time" off and your opponent will stagger like this for hours, waiting for you to finish him!

## HINT HOTLINES!

Are you still having trouble with your favorite game? Well, VideoGames.com's got our tips over the phone—here is a list of people who do.

**Nintendo of America Inc.**  
(206) 885-PLAY

**HOURS:** Monday through Saturday—11 a.m. to midnight (Pacific Standard Time); Sunday—6 a.m. to 7 p.m. (Pacific Standard Time).

**NOTE:** Standard long-distance rates to Redmond, Washington, apply.  
**TIPS:** Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

**Sega of America Inc.**  
(415) 591-PLAY

**HOURS:** 9 a.m. to 5 p.m. (Pacific Standard Time) seven days a week.  
**NOTE:** Standard long-distance rates to Redwood City, California, apply.

**TIPS:** Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone number for tips on licensed titles.

**Atari Corp.**  
(900) 737-ATARI

**HOURS:** 24 hours a day, 7 days a week.  
**NOTE:** \$5 per minute.  
**TIPS:** Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

**Turbo Technologies Inc.**  
(310) 337-6916

**HOURS:** Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time); Saturday—Standard long-distance rates to Los Angeles, California, apply.  
**TIPS:** TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Duo.

**Electronic Arts**  
(900) 288-HINT

**HOURS:** 24 hours a day, seven days a week.  
**NOTE:** \$5 for the first minute, 75¢ each additional minute.  
**TIPS:** Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

**U.S. Gold (Flashback Gameline)**  
(900) 288-GAME

**HOURS:** 24 hours a day, seven days a week.

**NOTE:** \$5 per minute.  
**TIPS:** Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

**Data East**  
(900) 4545-HELP

**HOURS:** 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance.  
**NOTE:** \$5 for the first minute, 75¢ each additional minute.  
**TIPS:** Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles.



## Play as Smoke!

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold until the **MK3** logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Now Smoke is a playable character in both the one- and two-player modes.



Hold **Left** and **A**.



Release **Left** and **A**, then hold **Right** and **B**.



Release **Right** and **B**, then hold **X** and **Y**.



Keep holding **X** and **Y** until you see Smoke.



Now Smoke is a selectable fighter in the game.

## Stealth Select

At the character-select screen, very quickly rotate the D-pad 360° in a smooth circular motion. Player 1 must do this in a counter-clockwise direction, but Player 2 must spin the pad clockwise. The words "Stealth Select" will appear in place of your character; now you can choose a fighter without your opponent knowing who you've picked until the fight starts! Just listen for the sound of your invisible cursor moving around the screen and count the squares to choose the fighter you want—but don't press any of the buttons, because your opponent will see your character flash. Also, choosing Smoke is tricky; you'll know you've got him if the dragon logo stops flipping over his face (but then, your opponent will know, too).



Very quickly rotate the D-pad counter-clockwise (or clockwise if you're Player 2).



Now you can choose your fighter without your opponent knowing which one you've picked.

## Tournament Mode

At the main menu, highlight the word "Start," hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Use **Left** and **Right** on the D-pad to choose a fighter for each box in the line-up, or hold **Up** and press **START** at the first box for a random selection of characters.



Hold **L+R** and press **START**.



You've found the hidden Tournament Mode screen!



The question marks represent "surprise" characters chosen at random.



Your first fighter will start the Endurance battle.



When a fighter is defeated, an explosion will signal the entry of a new combatant.

## Secret Cheat Menus

At the main menu—the one with the spinning dragon logo—press **A, Y, B, X**. A new menu item called "Sound Test" will appear. This lets you listen to all of the sound effects and music from the game.

Also at the main menu, press **Up, Up, Down, Down, Left, Right, A, B, A**. Another new menu item called "Kool Stuff" will appear. Here you can disable the timer, disable the fatality time limit (infinite time to try fatalities), play the hidden shooter game, pick any stage, enable a "pause" feature or see the ending credits.

Another cheat code that can be entered at the main menu is **SELECT, A, B, Right, Left, Down, Down, Up, Up**, which gives you a "Kooler stuff" menu. "2X Health" and "2X Damage" allow you to double the amount of energy you have or the amount of damage you do. "Quick Finish" lets you perform finishing moves in every round with just one button (Y for Fatality I, B for Fatality 2, A for Friendship, X for Annihilation, R for Babality or L for stage-specific fatality in the Pit II, Subway or Shao Kahn Tower stage). "Enable Smoke" lets you play as Smoke without the hassle of entering the "Play as Smoke" code described above. "Enable Motare" lets one player control Motare (only in two-player battles). "Enable Power Kool" makes your fighters take very little damage. "Health Recovery" makes your energy bars refill slowly if you're not getting hit and "30 Credits" gives you 30 continues in one-player mode. Wheel!

Finally, if you press **X, B, A, Y, Up, Left, Down, Right, Down** at the main menu, you'll get another menu called "Scott's Stuff." The options for "Throws," "Blocks," "Sweeps" and "Gambles" allow you to disable each of those elements. "Dark Fighting" will light up the screen only when a character is hit. "Switcheroo" makes both fighters morph into different characters at random during a battle. "Unlimited Run" and "Quick Upstream Recovery" do just what they say. "Hyper Fighting" is a super-speed mode. "Enable Shao Kahn" lets one player control Shao Kahn (only in two-player battles) and "Play Sins" lets you play a weird slot machine, if you win, you get to see a "Random Code" for the match-up screen.



Press **A, Y, B, X**; you'll get access to the game's "Sound Test" menu.



Press **Up, Up, Down, Down, Left, Right, A, B, A** for a new menu item called "Kool Stuff."



Use **SELECT, A, B, Right, Left, Down, Down, Up, Up** to open the "Kooler Stuff" cheat menu.



Use **X, B, A, Y, Up, Left, Down, Right, Down** to get the "Scott's Stuff" cheat menu.



These codes let you play the hidden slot machine...



...access all kinds of Random Codes...



...or even choose the boxes as playable characters!

# FEED THE

Because after all,

## NOVASTORM™

The 3D0 version was *Die Hard Game Fan's* 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!

AVAILABLE NOW!



## DISC WORLD™

Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at *EGM2* said, "Discworld will totally boggle your mind."

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Savor the "wild, stomach-twisting driving" (*Game Pro!*). Go full-throttle on "an incredible selection of tracks" (*Game Players*). Understand that "the sensation of speed is utterly terrifying" (*Ultimate Gamer!*). Then face up to the fact that "with WipeOut the future really is now" (*Die Hard Game Fan!*).

ALSO AVAILABLE FOR PC



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No fat. No flab. Just 100% protein From the game-play chefs at Psynopsis.

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Electronic Gaming Monthly called it "stock-car racing on steroids"! **Game Players** raved at "the most realistic crashes we've ever seen"! **Next Generation** sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die. ALSO AVAILABLE FOR PC



## 3D LEMMINGS™

"You've never played Lemmings like this before," said **EGM2**. Too true, 'cause those suicidal superstars have just taken a step into the third dimension. An amazing brain teaser in 3 gloriously goofy dimensions. 3D Lemmings is the most fun you can have while rescuing rodents! ALSO AVAILABLE FOR PC

# 999 Shurikens



## 99 LIVES

To start the game with dozens of extra lives, try this code: Press **START** at the first title screen, then highlight the words "Game Start" and press **A, Z, B, Y, C, X, START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.



Press **A, Z, B, Y, C, X, START**.



Note the big number 99 in the corner of the screen!



Highlight "Shurikens," hold **L+R** and press **C, A, B**.



You'll start the game with 999 Shurikens in reserve.

## Expert Mode

If you're so good at Shinobi Legends that you can beat the game with your eyes closed and one hand tied behind your back, try this code, tough guy: Press **START** at the first title screen, then highlight the words "Game Start" and press **A, B, C, B, A, START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar!



Press **A, B, C, B, A, START**.



Notice the energy bar and life counter.



This is what happens if you get hit just once.

## Stage Select

The stage-select code in Shinobi Legends is so simple, we wouldn't be surprised if some of you have already found it just by messing around with the buttons on the controller. However, for those of you who insist on having every cheat handed to you on a silver platter, here goes: Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A, B, A, B, C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1." To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it!



Press **A, B, A, B, C** while the game is paused.



The current stage number appears in the corner of the screen.



Press **Left** or **Right** to choose a different stage, then press **START**.



You'll warp immediately to the stage you chose!



VICIDUS WHOOPS!



RUGGED ROAD CONDITIONS  
INCLUDING ICE AND MUD!



# HERE'S MUD IN YOUR EYE!



KISS THE SKY!

Get revved up for 3-D dirt bike action in Dirt Trax FX.™ Wax the competition or crash and burn in the most realistic, moto-cross game of all time! Jump doubles, triples, whoops and tabletops! 22 grueling courses with surprises around every turn! Train on mud and ice in Training Mode! Play dirty as you dare in Tag Mode! It's 3-D moto-cross pumped to the max and Dirt Trax FX makes it dirt real!



2 PLAYER BIKE TAG: YOU'RE IT!

Experience  
next generation  
polygon realism  
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**Acclaim**  
entertainment inc.



Have you been wondering why the boss character, Akuma, is a selectable fighter in the arcade version of *Street Fighter: The Movie* but is not included in the home editions? We don't know either, but we do have secret codes that will allow you to find him in both the PlayStation and Saturn versions of the game.

The cheat works in all modes except the "Movie Battle." To do it, you must enter the following button code as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again:

**PLAYSTATION:** Press **Up, R1, Down, L2, Right, L1, Left, R2.**

**SATURN:** Press **Up, B, Down, Z, Right, X, Left, Y.**

If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter Akuma is at your command!



On the PlayStation, quickly enter the code **Up, R1, Down, L2, Right, L1, Left, R2.**



If you're a Saturn owner, use the code **Up, B, Down, Z, Right, X, Left, Y.**



You'll see an evil silhouette on the screen where your fighter's face should be.



Enter the code on both controllers for two-player "Akuma vs. Akuma" battles.

## AKUMA'S MOVES



Fireball: **↓ ↘ + PUNCH**



Double Fireball: **↓ ↘ + any two PUNCH buttons simultaneously**



Burning Fireball: **← ↓ ↘ + PUNCH**



Air Fireball: **Jump, then ↓ ↘ + PUNCH (or ↓ ↘ + PUNCH)**



Dragon Punch: **→ ↓ ↘ + PUNCH**



Hurricane Kick: **↓ ↓ ← + KICK**



Stationary Hurricane Kick: **↓ ↓ ← + any two KICK buttons simultaneously**



Flying Hurricane Kick: **↓ ↓ ← + KICK**



Teleport Forward: **→ ↓ ↘ + any two PUNCH buttons simultaneously (or use any two KICK buttons for a short teleport)**



Teleport Backward: **← ↓ ↓ + any two PUNCH buttons simultaneously (or use any two KICK buttons for a short teleport)**



Super Combo Fireball (with "Super" indicator lit): **↓ ↘ + ↓ ↘ + PUNCH**



Super Combo Dragon Punch (with "Super" indicator lit): **↓ ↓ ← ↓ ↓ ← + PUNCH**



## Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the lineups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team.



Hold the **SELECT** button and rotate the D-pad counter-clockwise.



The "Extended Roster" card will appear.



Now you'll have more players to choose from.



This trick also works at the "Substitution" screen!

## Power-Up Codes

Just like all of the other versions of *NBA JAM*, the *PlayStation Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.



All codes must be entered at the "Tonight's Match-Up" screen before the words.



Power-up  
Fire: ↓ ↓  
→ ○ △ ←



Push one opponent and only his teammate falls: ↑ ↑ ↑ ↑ ← ← ← ← ← ○ ...



Display Shot Percentage: ↑ ↑ ↓ ↓ ↓ △



Quick Hands: ← ← ← ← ← ○ →



Baby Mode: ○ ○ ○ ○ ○ □



Power-up Dunks: ← → × ○ ○ ×



Max Power: → → → → → × × ×



Huge Mode: △ × △ × △ × × △ × × △ × △ ×



Power-up Defense: → ↑ ↓ ↓ ↓ ↑



High Shots: ↑ ↓ ↓ ↓ ↑ → ○ ○ ○ ○ ↓



Big Head: □ □ × □ □ □ × □



Power-up 3-Pointers: ↑ ↓ ↓ ↓ ↓ ← ↓ ↑



Push one opponent and both fall: ↑ ↑ ↑ ↑ ↑ ← ← ○ ○



Mammoth Head: ○ × □ × □ × □ × □ × □ × □ × □ ×

## Restore Energy



If you are near death in the middle of a game of Astal, just press **START** to pause, then quickly tap **Down, R, Up, L, X, A, Y, B, Z, C, Right, Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled! Repeat the code whenever necessary to remain in perfect health.



Pause, then quickly press **Down, R, Up, L, X, A, Y, B, Z, C, Right, Left**.



Your health meter will be refilled!

## Invincibility

If you're too lazy to keep entering the "Restore Energy" code, try this one. Press **START** to pause the game, then quickly press **Up, Y, Left, A, Down, B, Right, C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible, passing right through your enemies without a scratch!



Pause, then quickly press **Up, Y, Left, A, Down, B, Right, C**.



Now you are completely invincible!

## Sudden Death

If, for any reason, you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L, A, R, C, B**. You'll hear Astal moan; when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.



Pause, then quickly press **L, A, R, C, B**.



This "suicide" code costs you one life.

## Secret Mode + 99 Lives

To enter the game's Secret Mode, just visit the "Options" menu and press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99!



Press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2.



Now you're in the "Secret Mode."



Start the game with up to 99 lives!

## STAGE SELECT

Astal's final cheat allows you to start at any stage, including the boss battles. To do this one, you must first enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear a most triumphant exclamation from Astal to confirm the code and a new option called "Stage Select" will appear! Choose this item to select your starting level.



First, enter the "Secret Mode" cheat.



Return to the title screen and tap **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1.



The top-secret "Stage Select" option will appear!



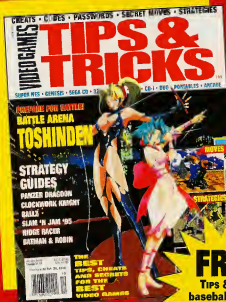
Use it to start at any stage...



...even the final boss battle!

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## Endurance Mode

At the main menu, highlight the words "Start Game," hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the D-pad to choose a fighter for each box in the lineup. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate!



Hold **A+C** and press **START**.



You've found the hidden Endurance Mode menu!



Choose your fighters carefully, or go with a random selection.



Your first fighter will start the Endurance battle.



When a fighter is defeated, an explosion will signal the entry of a new combatant.



Use **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up** to earn the "Killer Codes" menu.

## Play as Smoke!

Unlike the arcade version of MK3, there's no Ultimate Kombat Kode prompt in the Genesis conversion. So how do you play as the gray robo-ninja, Smoke? Simple: When the **MK3** logo appears at the beginning of the game and you hear a gong, press **A, B, B, A, Down, A, B, B, A, Down, Up, Up**. You'll hear Shao Kahn say, "Smoke," and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.



Press **A, B, B, A, Down, A, B, B, A, Down, Up, Up**.



You'll hear Shao Kahn say, "Smoke," and the background will turn red.



Now Smoke is a selectable fighter in the game.

## Secret Cheat Menus

At the main menu, press **A, C, Up, B, Up, B, A, Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game; "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babilities, etc., with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships," you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.



Press **A, C, Up, B, Up, B, A, Down**; you'll get a new menu item called "Cheats."



Press **B, A, Down, Left, A, Down, C, Right, Up, Down** for a new menu item called "Secrets."



Use **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up** to earn the "Killer Codes" menu.



These cheat menus let you see any character's ending ...



...play the hidden shooter game ...



...or even choose the bosses as playable characters!

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your questions!

## WELCOME TO THE CRUEL WORLD

Video Games,

I recently purchased the Sony PlayStation. I just had to have the best 32-bit system until the Ultra 64 comes out. The system and games are awesome but the \$299 price may be misleading. First of all, there is no pack-in, so I bought Ridge Racer and NBA Jam T.E. at \$49 each. A second controller is a must-have when your friends come over and that's another \$24. But worst of all I have no audio/video jacks on my TV, so I had to buy a \$29 dollar RFU Sony adaptor. The final price is now \$430, more than \$100 over the original price. I really like the system, but video game companies need to have better deals on their prices. I mean, my Super NES and NES both came with everything needed to play without dishing out more cash.

Hopefully the NU64 will learn from these mistakes and include at least two controllers, a game, and an RF switch. Not includ-

ing an RF switch is pretty low. I got home with the PlayStation not having one and I felt cheated. I relate this to Sega's sorry Saturn going for \$400. Hitachi chips? Give me a break!

VG Reader,  
Shane Birkline

Welcome to the real world, Shane. The only reason that the PlayStation is so cheap is the fact that it's pretty bare bones. Here's an analogy for you: When you buy a new car, the list price may sound super attractive, but then you realize that you only get AM radio and a paper fan with it. If you want a boombox stereo and chilly air conditioning, you gotta pay. This is new technology, son, and it ain't cheap. If I ruled the world, the PlayStation would be a flat \$100, but I don't, so until then it's going to cost real dollars. By the way: get a new TV. The RF adaptor is going the way of the dinosaur.

## I AM IRON MAN! NO, I'M SUB-ZERO!

Dear VG,

I have had a subscription to your magazine since the *Mortal Kombat* uproar began. I have every little detail about every *Mortal Kombat* game that you guys have published. You guys rule!!! I have enclosed a picture of me dressed up as Sub-Zero last Halloween. What do you guys think?

Steven Seebode  
Baltimore, MD

Steve, we think you should have left poor mister scarecrow alone.



Steven "Sub-Zero" Seebode.  
He's one cold-hearted kid.

## HEAD SCRATCHER OF THE MONTH

It all starts when Mario (okay, so I cut and pasted Mario onto the paper) takes the wrong Warp Zone and winds up in Floating Island.

The above is the entire text of a letter sent to VG. It arrived from somewhere in Texas, according to the postmark, but there was no return address, thank God.

## BEGGAR'S BANQUET

I bought the last five issues of your magazine. I also ordered a subscription this month. In other words, your magazine rocks! Can you please send me a copy of *Uniracers* from Super Nintendo? I love the game and I only get a two dollar allowance, so I'm broke. If you do, I'll renew my subscription. Thanks a ton!

P.S.—Your staff is so cool!

Your Friend,  
Brian DeLeeuw  
St. Joseph, MI

Two dollars?! Your parents only give you

two measly bucks a week? What do they expect you to buy with that, half a hamburger? (Actually McDonald's is doing that two for two deal right now—Ed) It might be the right time for you to get a job, Brian, because there's no way in hell we're going to give you a game unless you earn it by washing our cars or mowing our lawns. Sorry, but that's life. It is nice to know that you think we're cool, though. We've got somebody fooled.

## ANIME FREAK

Dear VG Staff,

The Japanese video game giant, Banpresto, has done a great job cranking out a lot of excellent anime-based arcade machines like Super-Space Fortress Macross, Dragon Ball Z 1 and 2, Gundam Ex Revue, Mazinger Z and Ultra X Weapons. Is there anyway you can get me the address there? I am so impressed by the quality of their games that I would do anything to work there! Before I go, can you send me a picture of Betty? She is a goddess in my book! Autographed! I will be eternally grateful!

Tetsuyin-X  
Duarte, CA

Swami Gabe humbly turns this question over to our resident expert on Japanese gaming, Wataru Moriyama:

To help you on the road to getting in touch with these people, I suggest trying to contact Bandai since they release Banpresto developed stuff over here. You can reach Bandai at the following address:

12851 East 166th St.  
Cerritos, CA 90703.

Good luck!

## SOUR GRAPES WILL GET YOU NOWHERE

VideoGames,

I want to take the time and share my appreciation that VideoGames magazine prioritizes professional editorial values with quality reporting. It is clear that your unbiased focus on video gaming has been checked and rechecked and you sustain that high level of dependable reporting in each and every issue. You know that you build integrity with the public when mistakes are minimized. Readers know that obviously wrong information never gets past your proofreaders and the occasional buried error that does get by is promptly followed by a fair and equitable correction.

I cannot speak as a typical reader in my position in the industry, but I can express my gratitude for your dedicated coverage to the Jaguar gamer. Thank you for consistently fair reviews and the time that has to be taken to assure they are accurate and of benefit to the purchasers of our products.

By the way, on page B0 of your September '95 issue, Atari's Customer Service phone number is not 1-800-USA-SEGA.

Regards,  
Donald A. Thomas, Jr.  
Director, Customer Service  
Marketing  
Atari

Okay, Don. We're sorry. Sorry, sorry, sorry. But did you have to be such a smartass about the whole thing? VG has consistently covered the Jaguar and all things Atari, and it really hurts us to know that you're mad at us. In fact, Gabe Soria is inconsolable right now. He's crying in a corner and sucking his thumb. In case you're wondering, dear readers, Atari's Customer Service num-

ber is (800) GO-ATARI. We hope that we haven't confused you.

## GIMME GIMME GIMME

Dear VG,

I love your magazine. It is great. I was wondering if I could have a *Mortal Kombat II* SNES game cartridge. Because I dream of an *MK II* game cartridge and I have it stuck in my head.

Kevin Kim  
Westminster, CA

Kevin, we suggest that you take a cold shower and then read a good book. It'll get *MK II* right out of your brain.

## WE GOOFED!

Dear VG,

Yikes! What's the deal with the October '95 issue? Pages 20 and 22 are the same in my copy! I turned the page and thought I had an embolism or something. Was there to be an advertisement or article? Or are you into freaking you readers out? And why does Chris Bienenk look like Dr. John? Why does Dan Vebber look like Richard Moll? Why do I suddenly want to watch the Smurfs? Argh!

Sam James III  
Anadarko, OK

You've caught on to our plot! We are actually twisted space fiends intent on confusing the minds of puny earthlings! Our plan has failed. Back to the mother ship!

## I THINK I'M GOING BLIND

Dear VideoGames,

First off, I'd like to say your magazine is the best in the biz and your staff is the coolest around. Anyway, down to business. This Christmas I've asked for a Virtual Boy but my parents are concerned about the effects, if any, this thing would have on a person. So I'm asking you to lay all the cards you've got on the side effects from the Virtual Boy on the table.

P.S.—Tell Betty I said hi.

Matt Fitting  
Steelton, PA

Bad news, Matt. The Virtual Boy will destroy your rods and cones and smash your corneas. Just kidding. Nintendo did a lot of careful research before releasing the Virtual Boy, and the worst effect I've heard of is a slight headache. However, this is America and if a woman can successfully sue McDonald's for having hot coffee, then I'm sure Nintendo can get sued for giving people slight headaches.



**Intrepid Art Director Kent tries out the device. In question....**



**He's cock-eyed!**



**We're joking! He's peachy (and had a great time playing Mario Clash, too.)**

## COOL ENVELOPE, KID

Dear VideoGames magazine,

I've noticed your magazine is starting to publish readers' envelope art. I like this idea! With that I must say...please print my art! I told all my friends you were going to. I know now how stupid that was.

Wyatt Elliott  
Rockford, IL

Have no fear, Wyatt. We loved your envelope art and its funny skewering of NBA Jam.



**This guy can really draw!**

## STREET FIGHTER ANIME

Dear VideoGames,

A few issues back you guys mentioned that the *Street Fighter II* animated movie was coming out for sale, but when? A couple of my friends and me really want to know when we can get it. We really would like it and appreciate it if you could give an address or phone number where we can call or write to get info. Thanks for your time.

P.S.—Say hi to Betty.

Ajax & Cheeta  
Los Angeles, CA

As far as we know, there are no plans as of yet to release the Japanese *Street Fighter* animated movies in the U.S. This does not mean, however, that you can't see them. Los Angeles has a ton of Japanese video rental stores in its Little Tokyo neighborhood, so beg your parents to take you down there. You just might be able to find it (it'll be in Japanese, but you'll probably still

enjoy it.) In the meantime, take a look at the domestically produced *Street Fighter* animated series on the cable network USA.

## REID RATHBUN MUST KNOW!

Dear VideoGames,

My name is Reid Rathbun. I need to know some things. Can I get a photo of all you guys (and gals.) I see you have a mini-arcade in the employee cafeteria. I was wondering if you would sell some of them. If so, what ones. Can you send me the address of the people who played in MK II and MK 3?

Your Fan,  
Reid Rathbun

Here's a picture of the whole crew. Cool, huh? What you so coyly call the "employee cafeteria" is actually our game room and nothing's for sale. Lastly, you can write your favorite *Mortal Kombat* actors care of the following address:

Midway  
3401 North California Avenue  
Chicago, IL 60618



**Not quite the VG staff, but close.**

**Huh?**

Dear VideoGames,

I'm a big fan of yours. Has *Mortal Kombat 3* come to Washington yet? If so, if it isn't too



much trouble, can you send me some codes for *Mortal Kombat 3*? I use them in all my games: *Dankey Kong* and *Clay Fighter 2*. I'm thinking of buying *Mortal Kombat 3*. I want to know if it's worth buying for SNES. I go by the mail boxes every day to get a magazine that I ordered. Also, instead of *VideoGames*, I ordered *Tips & Tricks*. That has more codes.

Your Fan,  
Nick Thorp

If you're such a big fan of VG, Nick, then why do you order *Tips & Tricks* instead of us? You should be buying both.

### GETTING "IN TOUCH" WITH JAX

Dear VG,

Ever since MK 3 came out, I always use Jax because he is my favorite player you can get in touch with.

Chris Cherry  
Norwalk, CT

I know how you feel, Chris. I'm in touch with Jax too.

### TECMO BOWL REVISITED

Dear VideoGames,

I am in big trouble. I have had a Nintendo for about 6 or 7 years. I have a game for it called *Tecmo Super Bowl*. I've looked all over for a code for it but could not find one. One day I was pressing buttons and for a brief second I saw a screen that said sound and music on it. Then I pressed a button and it went away. Do you know a code for that game? I was hoping you could help me.

Organ Man  
Garner, NC

As much as we hate to admit that we are fallible, we couldn't find the tip you needed for *Tecmo Bowl*. Rats! But if anybody out there reading this knows the code, Organ Man needs your help! Send it to us and we'll print it, along with our drooling thanks.

### YET ANOTHER REQUEST FOR A FREE GAME

Dear VG,

I like playing SNES games; they're cool! I especially like to read your issues. I also like playing *Killer Instinct*. So can you guys send me my first, very own fighting game? Can you please send me a *Killer Instinct* game cartridge for SNES. I hope you guys send me *Killer Instinct* for the SNES. I entered the KI giveaway but my postcard got messed up. Since you guys are nice, I was willing to ask you. Well, I hope my wish for my own *Killer Instinct* game comes true.

Your Loyal Fan,  
Ayriss R.

Ayriss mentioned *Killer Instinct* so many times, Swami Gabe went into a trance and almost sent him one until Editor Frank told him to, "Snap out of it, you fakir!" Sorry Ayriss. Blame Frank. Ayriss also sent us this cute picture of Baby Mario.



Goo goo goo....

James Davis from New Orleans sent us this picture of Taz. No explanation, no letter, just this picture. Pretty darn swell of him to do so, if you ask us



Love is all around, says Taz.

### BETTY SAYS, "YO!"



Betty says hi right back to all the people who sent their greetings this issue.

# First Look

# Sega Saturn

# Toshinden Remix



The fighters all display the same techniques, moves and style that their PlayStation compadres did, albeit with slightly fewer polygons and some funny looking shadows.



## 2 Player Fighting Game

Developed by Takara  
Available First Quarter 1996

Must be nice to have a big stick and a bad attitude.



All your favorite characters are back for more fun and frolics.



**S**ega has had quite a hard time convincing beat 'em up fans that the only game they need is Virtua Fighter. Of course they did have Virtua Fighter Remix and Virtua Fighter 2. Now though, Sega also has some third party ammunition. That ammunition couldn't have come at a better time, with Sony's arsenal of high quality games and low prices dealing Sega a staggering blow. It's no secret that the PlayStation is outselling the Saturn by a fairly substantial margin. They need this a lot.

Fortunately, the Saturn version of Toshinden is a sure-fire winner. It even has a couple of features you won't find in the original PlayStation version of the game, such as animated sequences, a few different moves and at least one brand new character. Add to that the highly detailed and colorful graphics and you have what appears to be a red hot smash hit.

There are a couple of teeny weeny problems though. For one thing, the Saturn is nowhere near as good as the PlayStation when it comes to things like lighting and visual effects. The pay-off for this lack of power is unfortunately some pretty rosey looking effects. The shadows of the characters for example, are made up of cross-hatched dots, like something you might expect to see on a Genesis. The polygon build (the number of objects that make up a fighter) has been greatly reduced too, making Toshinden Remix look a little bit less detailed than its predecessor.

Sega are happy however, as will Saturn owners be, but this does mark the start of an unavoidable glut of near-identical 3D fighting games. Still, when they're as good as Toshinden Remix, who cares? The music, sound effects and speech have all been tweaked to suit the Saturn and rumor has it that there are going to be a couple of very nice surprises hidden on the disc. The question is, are you good enough to find them?

**First Look**

**Genesis/SNES**

# Toy Story



The variety and style of the movie are reflected in the amazing gameplay and graphics.



First Level



Arcade Level



Claw Level



Dream Level



Kitchen Level



Race Level



Storyline



Car Level

**Manufacturer:** Disney Interactive **Developer:**  
**Travellers Tales, Psygnosis** **Size:** 32 Megs  
**Players:** 1 **Available:** November



**W**hen is a toy not just a toy? When it's alive, that's when. That's the premise behind *Toy Story*, the new animated feature film from Disney Studios and new video game from Disney Interactive. Last issue we took a first look at DI's Gargoyles, their adaptation of the Disney syndicated cartoon. We were amazed by Gargoyles' fluid animation and beautiful sprites and wondered if Disney Interactive could ever top that amazing cart. Imagine our surprise a few weeks later when we got a peek at *Toy Story!* Travellers Tales, the development house behind last year's incredible *Mickey Mania* has joined forces with Psygnosis to create another eye-popper. It looks so hot, everybody will think you're playing a next generation machine when you're only using a humble 16-bit platform. When we told you that 16-bit gaming wasn't dead we meant it—*Toy Story* uses just about every trick in the book to redefine what you thought was possible graphically on the Genesis (the game will also be released on the SNES, in case you were curious.)

*Toy Story* is the tale of two dolls: Woody is a drawstring cowboy, an old veteran of children's rooms, and Buzz Lightyear is a fuzzy new spaceman toy who doesn't realize that he isn't a real person. Woody and Buzz begin the game as rivals, but must band together and become friends once they venture into the "outside world" and encounter its many dangers, including hostile toys, an evil Claw Machine, and Sid, the sadly misguided neighbor boy who makes a habit out of torturing toys. He's a cruel lad and he has a hankering to do some damage to Woody and Buzz, but he's only one of many adversaries that you, as Woody, must face.

*Toy Story* begins as a platform adventure that's remarkably similar in concept to *Cluckwork Knight*. Woody must make his way through a child's room in order to activate a baby monitor so that he and the other toys can tune in to their owner's birthday party and find out what new toys he's received. The old toys soon meet Buzz, a shiny new Space Ranger toy who doesn't realize what he truly is. Woody competes against Buzz in a fast-paced race across the room in which Woody uses his drawstring as a lasso to swing from hooks, and the game unfolds from there as Woody and Buzz go to the outside world. But don't think it's your average platform game; the play mechanics shift occasionally from the standard platform mold. At certain points, Woody must drive a wildly careening radio controlled car, ride a rampaging Tyrannosaurus and even navigate through a 3-D maze on a quest to free Buzz from the evil Claw of the, er, evil Claw Machine.

The laundry list of features packed into this 32-megabyte monster should make any gamer salivate. The sprites in *Toy Story* are made up of 96 pixels. Translated, that means they're double-sized, which means the characters are ultra-detailed, right down to their goofy grins. Woody and Buzz, along with the rest of their toy crew, look just as impressive as the rendered characters from the 3-D milestone *Donkey Kong Country*. They should look great—the animators at Pixar (the computer animation house that helped develop the film) contributed to the game's animation.

# Exclusive Interactive Sweepstakes!

...That'll Sort Out the Cutthroats  
from the Cabin Boys!

**GRAND  
PRIZE**

**Win a  
Real Life  
Treasure  
Hunt!**

See official rules  
for complete details

## CUTTHROAT ISLAND



### *The Bounty*

Play for gold! Hidden among the many torrid levels of Cutthroat Island are five real treasure chests! Find them...if you dare! Then correctly answer three sweepstakes questions to be eligible for the drawing, and you could sail away with one of a treasure trove of prizes!



**SUPER NES™**

**GENESIS™**



## TREAS CUTTH



The streets are crawling with barbarous Buccaneers!



Behold the treasure of Cutthroat Island™!

**GAME GEAR™**

**GAME BOY™**





# First Look

## Sega Saturn

# Galactic Attack

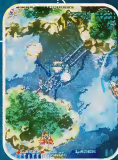


Outerspace  
action so  
intense, it'll kill  
you. Literally.



**N**ext generation developers are offering quite a few "next generation" titles—flashy games that show off the capabilities of the system—and that's just great, but what happens when the casual gamer wants to get a little retro flavor going on with his amped-up new system? What if you're looking for a brainless shoot-'em-up to spend some time with? If you're looking for a game with the feel of old Atari games like *Xenious*, but want the look and sound that only today's machines can provide, feast your eyes upon *Galactic Attack*, Acclaim's new shooter for the Sega Saturn.

*Galactic Attack*—notice the nice plain retro sounding name that brings to mind 1982 vintage Atari games like *Vanguard*, and wearing your custom Vans to the local arcade—is a shooter, plain and simple, but it's a shooter that could only have been realized on a 32-bit machine. It features beautiful 3-D backgrounds, loads of smazzy colors to dazzle the eye, breakneck speed in either one or two player modes, and a host of power-ups and super power-ups, as well as big, burly weapons, including nifty little lock-on lasers and tracking missiles. My brain is twitching and my thumbs are blistering just thinking about it.



**1 or 2 Players Shooter**  
**Developed by Taito**  
**Available Winter**



# Tilt Your Brain and Let the Flippers Fly!



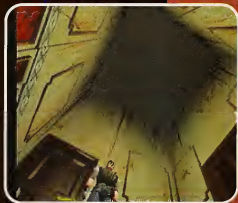
No more crowded arcades! No more token machines! No more smoke-filled bowling alleys! Digital pinball is now in your hands...with all the fluid ball movement, realistic sounds and control you'd find in a real pinball machine. Cradle the ball on the flipper, fire at your target and nudge both sides of the machine as you rack up billions of points. Nail the right targets and

experience Multiball sessions with as many as five pinballs shooting up ramps, flying off bumpers or bearing down on your overwhelmed flippers. All this great pinball action is accompanied with ever-changing, hard-driving rock-a-roll music. So put your feet up, crank up the volume and let the flippers fly! **Get it at your favorite retailer!**



# First Look Sony PlayStation

# Resident Evil



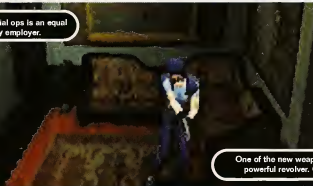
Resident Evil's interface is similar to *Alone In The Dark*, but much more advanced.



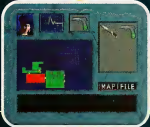
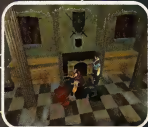
# 1 Player Fighting Game

Developed by Capcom  
Available Spring '96

Government special ops is an equal opportunity employer.



One of the new weapons is a powerful revolver. Ouch!

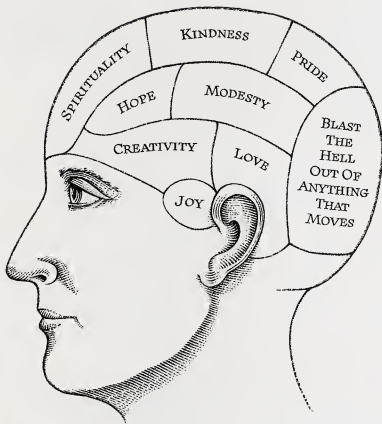


**L**ast issue we tipped you to Capcom's upcoming blood and guts fest *Resident Evil*. Even though the game was hardly 20% complete, we were absolutely blown away by its nothing short of amazing graphics, movie quality sound and innovative interface. This month, we've gotten our hands on a newer version of the game that has more areas to explore, more characters to interact with, and more weapons to blow away zombies with, so we just had to give you another glimpse of what we think is going to be one of the hottest games of 1996.

*Resident Evil* takes place in and around a mysterious mansion that housed the headquarters of a secret government lab charged with the development of a top-secret new biological warfare device. True to Murphy's Law, the worst possible thing has happened: total loss of contact with the facility. In the game, you take on the role of an operative sent by the government to investigate what went wrong. Upon arrival, you find the house deserted, and as you explore it, you discover that it has been overrun by an army of zombies, giant spiders, vicious frog mutants, and much, much worse. Using your wits (and weapons) you have to run the terrifying gauntlet of the mansion, its sub-houses, a cemetery, and more to find out how to keep the horror from spreading to the outside world. If you're lucky, you might even find the escape helicopter and get out of there with your sanity intact.

The new version of *Resident Evil* includes a playable female character in addition to the first's male character. It also has a host of new rooms and outside locations to explore. In addition, graphic tricks—like the use of mirrors—have been added to up the game's "wow-cool" factor. One of the most interesting new developments is the addition of an inventory screen. It doesn't sound too exciting, but it looks great. The main reason it's so cool is the fact that whenever you select a weapon for your character to use, you can look at a 3-D modeled version of it at your leisure. Cool.

Keep in mind that this is still a far from complete version of the game, so it stands to reason that much will be changed before it hits the shelves. Keep reading *VG* so you can get the scoop.



Exercise that part of your

Non-stop SGI 3D action

Care that pesky itch in your



# WIN! WIN! WIN! WIN!

# CAPTAIN QUAZAR

## SWEEPSTAKES



He's the hottest hero this side of the Galaxy. He's a crime-fighting goon with a lantern jaw and a nice line in gags. He's Captain Quazar and he's the star of the most frenetic 3DO game to date.

This is the second chance to win the amazing prizes offered by 3DO in our November issue and the second chance to walk away with a 3DO console and a bunch of Captain Quazar goodies.

But how do you win these fabulous prizes? Well, all you have to do is send a postcard to the address below and we'll select the winners at random from all the received entries. Couldn't be simpler.

### Grand Prize

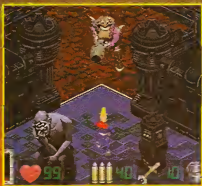
A Panasonic 3DO - 32-bits of blood-pumping power and a copy of Captain Quazar!

### 10 First Prizes

A copy of Captain Quazar, the fastest shooter in the Galaxy, for 3DO!

### 25 Runner-Up Prizes

Groovy, psychedelic Captain Quazar T-Shirts!



#### TO ENTER:

Send a postcard (no envelopes, please) with your name, address and age to:

**CAPTAIN QUAZAR SWEEPSTAKES**

c/o VOROGAMES Magazine

PO Box 17379

Beverly Hills, CA 90209-3379

Entries must be received by March 31, 1996. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

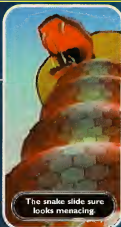
**ELIGIBILITY AND LEGAL CRAP:** Contest is open to residents of the United States and Canada. Employees of Studio 3DO, The 3DO Company, its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P. Inc. printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted, or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the June '96 issue of VoroGames.



# First Look

Sony PlayStation  
Sega Saturn

# Theme Park



The snake slide sure looks menacing



Create your own dream park



Watch the ride in action



"The view from the treehouse is so fab."

**N**ow this excellent game is available for the Saturn and PlayStation.

The eye for detail and ease of interface is what made this title such a joy to play, and it appears that neither of these facets has been compromised in the 32-bit versions.

Unfortunately, from first look, it doesn't seem as though anything has been added to improve. There are no new rides, that I've seen, and the icon-based interface is intact. The PlayStation version does feature a 3-D walk-through, but it's non-interactive.

One thing that I did see, that I was surprised by, was the fact that the scrolling in this version is still choppy. More time should have been spent in assuring that a little thing like this was fixed. I mean, 32-bit scrolling should be smooth, shouldn't it? All in all, though, it looks as though this Bullfrog classic will satisfy fans of the earlier versions.

**1 Player Simulation**  
**Developed by Bullfrog**  
**Publisher: Electronic Arts**  
**Available Now**  
**Phone: (415) 571-7171**

# First Look

# Sega Saturn

# Sega Championship Rally



The level of detail on the cars is phenomenal. Better still is the fact that you can see through the windows of the car which isn't much use, but looks very nice.





**System: Saturn Manufacturer: Sega**  
**Developer: AM2 Size: 1 CD Players: 1 or 2**  
**Available: December**



There are loads of options to keep you occupied.



Multiple camera angles give the game visual flair.



**S**aturn owners are finally going to be able to play a racing game that they'll be proud of with the release of *Sega Championship Rally*, Sega's conversion of the hit arcade game. While the company's *Daytona* game was good, it wasn't as great as it could have been. It showed signs of being rushed for release, particularly in its horrendous clipping problem. All that's been changed this time around.

The hot development house AM2 (of *Virtua Fighter* fame) is intent on showing the gaming community that the second time is definitely a charm with *Sega Championship Rally*. In the 75% complete version we got a peek at, players could choose from five vehicles (three automatics and two manual transmissions) and race on three tracks in a variety of modes, including Time Trial, Arcade and 2-Player head to head, in which players compete on a horizontal split screen. The tracks themselves, which run the gamut from Desert, Mountain and Forest, are beautiful and complex, chock-full of challenging (but scenic) terrain and nerve-racking hairpin turns. If you've played *Daytona* and were let down by it, you'll be pleasantly surprised by how good *Rally* looks and plays. If you thought that *Daytona* was the best thing since "margarine-in-a-tub," you should be prepared to be blown away. One last point, though: since when do rallies have laps? We always thought that rally was one continuous race and were surprised to start seeing repeat scenery. Oh well, maybe that problem will be addressed in *Sega Championship Rally 2*. As it stands, though, this adaptation looks excellent.

First Look

Genesis 32X

# Spider-man

## Web of Fire



**W**eb slinging on home video game consoles has a long tradition, (VG has even done a cover story on the history of Spider-Man in video games.) This month we have a new entry into the "Spider-game" sub-genre, *Spider-Man: Web Of Fire* for the Genesis 32X.

Hydra, the craziest (and worst dressed) terrorist group in the Marvel Universe, has taken over New York City by throwing a laser "Web Of Fire" across the sky. Office buildings are burning to the ground, chaos reigns, and if the city doesn't pay Hydra a \$1 billion ransom, New York will be burned to the ground. Some would say that might be an improvement, but not Spider-Man. As usual, there's only one superhero around who can save the day. This time around it's your friendly neighborhood wall crawler. Apparently The Avengers are out of town, the Hulk's at sensitivity training and The Fantastic Four are getting closer on a weekend camping trip.

In this platform game, you must guide Spider-Man through level after level of beating up terrorist flunkies and swinging from phantom flag poles on an ultimate quest to destroy Hydra's grip on the city. Unfortunately from what we've seen, though, *Web Of Fire* isn't shaping up well. In the 35% complete version we saw, the animation was choppy, the sprites were blocky and small, and the sound was like rain beating on a tin can. Will the developers pull off an amazing trick and give this game a much needed overhaul, or will it be yet another disappointing Spider-Game? Our spider sense is tingling....

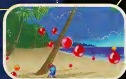


**1 Player Action/Platform Game**  
**Manufactured by Sega**  
**Developed by Blue Sky**  
**Available January 1996**

# First Look

Sony PlayStation  
Sega Saturn

# BUSTER BROTHERS COLLECTION



**W**hat'd you say? This game doesn't look like something for 32-bit? Well, it is. Capcom is releasing the three Buster Brothers games, Buster Brothers, Super Buster Brothers and Buster Brothers 3, here in the States. Up until now, only the original, Buster Brothers, was seen in arcades over here. Through the magic of 32-bit and the generosity of Capcom, we are now able to get our hands on these super-addictive shooters.

All you do in these games is shoot balloons, a la Poyan. Stay alive long enough and goodies will start to rain down from the heavens, giving you such upgrades as stronger guns and faster feet. Watch out for falling dynamite, though; that's one bang that you don't want to be a part of. As I mentioned formerly, Buster Brothers is addictive. These games will become one major monkey on your back so if you think you've seen the worst with Tetris, Columns and Zoop, you haven't seen them all.

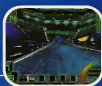
True, this game doesn't maximize the ability of the 32-bit machine, but it still looks to be a ton of time-killing fun. Good ol' fashioned simplicity is sometimes all you need.



1-2 Players Shooting Game  
Developed/Published by Capcom  
Web: Only Spidey Knows  
Available February 1996

**First Look** Sony PlayStation

# IMPACT RACING



**F**uturistic racing games are rapidly becoming the biggest cliché of the '90s, but as they say, if it ain't broke, don't fix it. *Impact Racing* is JVC's first game for a next generation system, and suffice it to say, they've brought along the chops they earned on 16-bit games like the *Star Wars Trilogy*, *Indiana Jones Greatest Adventures*, and *Ghoul Patrol*, and translated them to the PlayStation.

In *Impact Racing*, your only goal is to get to the end of the track you're racing on while surviving the slings and arrows (and guns and bombs) of the competition. Players can choose from a total of six cars and race on three different tracks. It might not sound exciting (or challenging, for that matter) but simple descriptions can be deceiving. *Impact Racing* is certainly tough to master, as the enemies are crafty and devious, there are a host of power-ups to discover, and the gameplay is retina-burning fast. Will it be able to compete with the powerhouse that is *Wipeout*? When we get a final copy, you'll be the first to know.



**1 Player Racing Game**  
**Developed by Funcom**  
**Available February 1996**

The #1 comic book is now a hot new video game!

# A MATCH MADE IN HELL.



A new breed of evil!



Escape Spirit Knight's vengeance: Teleport!



Overtkill™ is unstoppable!



Spawn™ vs. Violator™: Eternal Enemies!



Unleash the fury of the full force blast!



Rooftop vengeance!

Todd McFarlane's  
**SPAWN**  
THE VIDEO GAME

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One and the Lord of Darkness! Your enemies—Violator, Redeemer, Overtkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all. Todd McFarlane's Spawn!

**SUPER NES**

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ENTERTAINMENT

CIRCLE #110 ON READER SERVICE CARD

# First Look Sega Genesis

# MAUI MALLARD



The world of Maui Mallard is filled with beautiful, detailed levels, groovy bonus rounds, great sound effects, and a big dose of humor. Try not to be overwhelmed.



**1 Player Platform/Adventure Game**  
**Developed by Disney Interactive**  
**Published by Sega**  
**Available Spring 1996**



This would be a linked up "map" of screen captures.



This would suit scrolling shooters very well.



**D**isney video games have always maintained a standard of quality that must be the envy of licensees everywhere. While there may have been a few misfires in the past, quality games like *Mickey Mania*, *Aladdin*, *The Lion King* and *Quackshot*, among others, have successfully translated the tradition of great storytelling and beautiful artwork that Disney is famous for. *Maui Mallard*, an original title from Disney Interactive, looks to be another feather in the cap of the Mouse.

*Maui Mallard* is a new character to the Disney universe and he's played by Donald Duck. He's what they call a "Quack Detective," a hardboiled duck with a Hawaiian print shirt, a smart bill and a trusty bug gun that gets him out of tight situations. His latest case takes him on a quest for the missing idol of Shabuhm Shabuhm, an ancient artifact that protects the island from evil "mojo spirits." He has three days to find it; if he fails, the island is doomed. If he succeeds, he'll be a hero.

*Maui Mallard* is set up like a traditional platform game, but unlike most carts in this genre, it actually has a ton of creativity on its side. The folks at Disney Interactive have made a new universe for Donald to inhabit, and it's a beauty. The game's visual design is highly reminiscent of 1940's-era cartoons, 1920's surrealism and 1990's nostalgia. As you maneuver Donald through the colorful detailed world of the island, something will strike you immediately: *Maui Mallard* has hours of gameplay to offer due to its huge levels and that it's not just a game for kids; it's challenging enough for older gamers to play and enjoy and has enough humor and detail to fascinate fans and non-fans of the world of Disney.



# First Look

## Sega Saturn

# Cyberia



**S**ome gamers out there might recognize the name *Cyberia* from reading about it in computer magazines. Interplay had a serious hit on its hands earlier this year with this futuristic action RPG and before you know it, you'll be able to take part in the action on your Sega Saturn.

The year is 2027 and it's five years after the global economic collapse (what took it so long?). You are Zak, a hacker who's about to pay the ultimate debt for his crimes: he's on death row, awaiting execution. As if that weren't a heavy enough load to bear, you must travel through cyberspace to the secret installation known as *Cyberia*. There you must find a secret weapon, a weapon so powerful it might just usher in the end of the world. Great. Not only are you about to get fried for "information crime" you have to save the world too.

*Cyberia* is a combination of straight-ahead role playing and arcade action. As Zak, you must interact with other characters in a dangerous future world as well as fly combat missions. Interplay has done a fine job porting over its PC game, so Saturn owners should prepare themselves: We've seen the future and it looks really grim (but grim in a cool, next-generation-video-game-system kind of way).



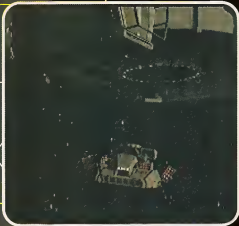
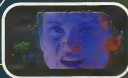
**1 Player Action RPG**  
**Developed by Interplay**  
**Available January 1996**



# First Look **3DO**

## SHOCKWAVE 2:

### BEYOND THE GATE



**1 Player Shooter Game**  
**Developed by Electronic Arts**  
**Available December 1995**

**T**he popular Shockwave series just got one bigger. If you've mastered the original *Shockwave*, if you've laid waste to *Shockwave: Operation Jumpgate*, then you are now ready to take on the missions of *Shockwave 2: Beyond the Gate*.

The first thing you'll notice is how much better the scrolling/clipping is; you'd think you were looking at a PlayStation game. On top of that, the graphics look cleaner, without that grittiness that was common to both of the previous Shockwave titles. As a result, the overall look of the game is much more appealing than in former entries in the series.

Like the other titles, you can expect mission-based levels where you must seek out and disable radars, military installations and the like. Each mission is crawling with enemy units just waiting to blast you to pieces, so expect exciting gameplay and some formidable tasks.

From first glance, *Shockwave 2: Beyond the Gate* looks to be another solid entry into this popular 3DO series. Watch for my review of this pup next issue.

# First Look

# 3DO

# SCRAMBLE COBRA

Look how the sky is bristling with enemy activity.

**M**ission-based copter sim. Ever play one? If you're over the age of five, I should imagine so. Lord knows there are enough of them out there. *Scramble Cobra* is another in a long line of copter sims that will ultimately have you yawning.

The missions have you doing everything from blowing up certain objectives; to protecting friendly caravans from marauding bad guys. Apparently, every mission has a time limit of eight minutes; kinda cuts down on the playing time, doesn't it.

As you can see, the graphics leave a lot to be desired and the enemies are sparse. I found myself attacking my own stuff more often than not because it was amusing to hear my commander bellowing at me to stop.

From the looks of it, this is another cookie-cutter sim that offers little in variation from other titles. If you are a big fan of the genre, you may want to keep an eye out for this one, otherwise, turn the page and forget about it.



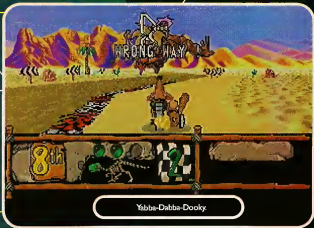
"I love the smell of napalm in the morning!"



**1 Player HELICOPTER SIM**  
**Developed by Genki**  
**Available Spring '96**

**First Look 3DO**

# BC Racers



Yabba-Dabba-Dook!

**H**ere is a game that proves that, just because it's released for a superior platform, doesn't necessarily mean it's any better than before. We first saw this prehistoric motor racer on the Sega CD and 32X. Now, Core has been kind enough to release it on the 3DO for all of those B.C. heads out there. Unfortunately, the 3DO version is not much better and, if I dare say so, even worse than, the former two versions.

True, this version is prettier to look at. The colors are sharp and the backgrounds are much more vibrant. But, the lousy control which plagued the other two, has returned like a chronic sickness. These guys are driving vehicles primarily made of stone; you'd think the control would be a little meatier.

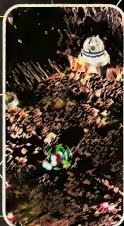
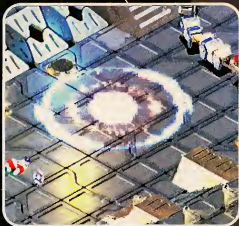
On top of the poor control, is the issue of track visibility. It becomes difficult to discern the course from the out-of-bounds areas. Apparently, these clever Cro-Magnons burned out their brains after inventing a combustion engine 8,000 years ahead of schedule. As a result, they weren't able to properly rope off the racing area.

You should expect more from a game when it shows up on a platform like the 3DO; the power's there. If you really need to whet your caveman craving, pick up an old copy of B.C.'s Quest for Tires for the Apple II. It's more entertaining.

**1-2 Players Racing Game  
Developed / Published by Core  
Available December 1995  
Phone: (408) 473-9488**

# First Look Sony PlayStation

# VIEWPOINT

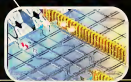


**E**lectronic Arts doing a straightforward arcade shooter? Some mistake surely? Well, apparently not. The boys and gals at EA thought it would be jolly nice to take American Sammy's classic arcade game and stick it on the PlayStation.

This is pretty good news for PlayStation owners since they now have access to one of the hardest and yet most fun shoot 'em ups in the history of video games. Viewpoint is a fairly straightforward affair. You fly your craft through an isometric landscape filled with all manner of alien scum. Your mission, should you decide to accept it, is to kill 'em all.

To aid you in your xenophobic rampage, you have an arsenal of constantly upgrading weapons and the essential of all essentials: the trusty bomb. The PlayStation game seems initially identical to the arcade and Neo-geo original, but take a closer look and you'll see that EA have added some gorgeous light sourcing, a super-slick scrolling routine and a rocking soundtrack.

This is visually way ahead of the original version, but still retains the classic gameplay that made Viewpoint one of the all-time classics. The best news of all is that we'll have a full review in the very next issue of Video games.



**1 to 2 Players Shooter**  
**Developed by Electronic Arts**  
**Published by Electronic Arts**  
**Available December**

**Phone: (415) 513-7000**

# First Look

## Sony PlayStation

# ROAD RASH



Full Motion Video supplies the often hilarious dialog. It's not so funny when you've just eaten dirt though.



**R**oad Rash has been an incredibly successful series of games for Electronic Arts. APART from sterling Genesis and 3DO games, Road Rash has had a sequel, a groovy soundtrack and a couple of vague rip-offs, including EA's own Skitchin' and Sony's ESPN Extreme Games for the PlayStation. Now however, PlayStation fans get their chance to have a go at the real thing, Road Rash Racing, the single most dangerous pursuit since appearing on the Howard Stern show.

The PlayStation version of the game at first sight appears to be a direct port of the 3DO game. That's a pretty accurate description of what it is. Given time, Electronic Arts could have come up with something a little more visually dynamic than this. In its defense, Road Rash for the PlayStation is the fastest, smoothest version so far, and hey, it comes on a black disc, so it's cooler too.

The problem is that in terms of gameplay, it's exactly the same deal. Drive along, knock people off their motorcycles, earn money, win races, buy a new bike, participate in acts of horrifying violence at high speeds, eat two-lane blacktop for lunch...wait, what am I saying? This is awesome!



Remember kids, don't try this at home, wear a helmet and always bring a clean change of underwear.

**1-2 Players Racing Game**  
**Developed by Electronic Arts**  
**Phone: (415) 513-7000**  
**Available February 1996**

# First Look Sega Saturn

## PRETTY FIGHTER X



Wall-to-wall chicks, duking it out!



I've got it bad, so-o-o-o bad: I'm hot for teacher.

**A**re you a pervert? Do you enjoy games with scantily clad women spanking each other? If you answered yes to these two questions, you may actually enjoy this little import.

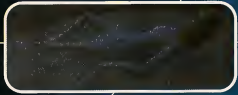
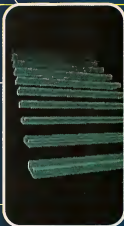
*Pretty Fighter X* is a fighting game consisting of all women. Play as a stewardess, school teacher or nurse; PC is thrown completely out the window on this title. The graphics of this game look good. The backgrounds are bright and colorful. The characters, too, look stunning, jumping right off the screen in their vibrancy. The gameplay, however, seems a bit stiff and the moves are less-than-spectacular and few. From what I saw, the special moves, while humorous (the teacher will send you to the corner of the classroom and the stewardess will spank you) are uninspired and don't add any flair to the game. From such a visually stunning game, one would expect a little fireworks.

*Pretty Fighter X* may be worth a look. The concept alone will probably draw a small cult following, but it will remain to be seen if this game has US-Appeal.



**1-2 Players Fighter Game**  
**Developed by Imagineer**  
**Available Now 1995**

# First Look Sega SATURN D's Diner



**1 Player Adventure Game**  
**Developed by Warp**  
**Publisher to be announced**  
**Available Early '96**

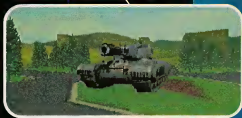
**P**repare to be sucked into the world of "D." You play the part of Lela and your father, the doctor, appears to have gone over the edge and shot some people in the hospital. You are the only one who can figure out what went wrong. The police and bystanders that are camped outside the hospital watch breathlessly as you walk into the hospital to search for your dad. You walk through the empty hospital and discover the dead bodies and before you can go any further, you suddenly find yourself in a mysterious house filled with devilish traps and puzzles.

Things could be better, it's true. As a matter of fact, anything would be better than the situation you find yourself in now. I love the atmosphere of this game, complete with incredibly spooky music. The play mechanics are similar to 7th Guest, but with the cool added feature of being able to see your character reacting to the events and horrors strewn before her. This is one of the few games to feature a female character who has to use her wits rather than exaggerated physical attributes. The movement is limited, but complements the pace of the game and adds to the suspense. Definitely, one to check out.



**First Look** Sony PlayStation

# Shellshock



**T**anks are always a good place to start when you're developing a video game: they've got built-in play value by their very nature. They weigh 40 tons, can drive over practically anything in their path, and come loaded to bear with the choicest of high-tech weaponry. U.S. Gold has taken this to heart with its new game *Shellshock*, a first-person tank combat simulator.

In the near future, the only thing between the little man and the forces of political and corporate oppression is a mysterious group of clandestine commandos known as Da Wardenz. They've got right on their side, as well as might: Da Wardenz believe in doing things correct, therefore they drive around in M-13 Predator Battle tanks, doing good deeds as they put things right across the globe. On your side is a slammin' hip-hop soundtrack by the San Francisco rapper Bar None, an SGI generated playfield, an evolving storyline, and the ability to call in an air strike or two when things get hectic. Call it urban renewal, Wardenz style.

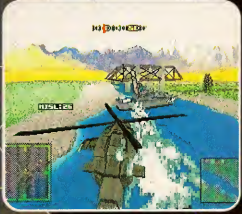


**1 Player Shooting Game**  
**Developed by Core Design**  
**Available January 1996**



First Look Sega Saturn

# THUNDER2 STRIKE



**H**elicopters often get the shaft in the fast-paced video game world of flight sims. Most gamers would prefer to spend their hours behind the stick of a jet screaming through the sky at 500 mph rather than undertake deadly precision missions in a heavily armed chopper. *Thunderstrike II* aims to end all that.

This Saturn game is the sequel to *AH-3 Thunderstrike*, the popular Sega CD game developed by Core, and it plays like a dream. EA's 16-bit *Desert Strike* series showed that helicopters can be as, if not more exciting than flying a plane around due to the amazing variety of tasks a helicopter can do in the combat arena. U.S. Gold seems to have taken inspiration from the EA example by focusing on fun and inventive missions instead of being a techie's fever dream by focusing on all the dull mechanics of actually flying one of the things.

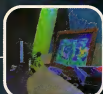
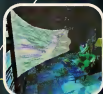
There are at least 30 missions that you can undertake as a chopper pilot, and happily, they are varied enough to hold your interest. You can choose different angles to view the action, from the extreme outside camera that lets you see your gyro and all of its surroundings, to a "pilot's-eye view" for maximum reality. In addition to all this, the game is actually action-packed and quite detailed. So if you can't wait for EA's proposed next-generation helicopter sims that are supposed to debut late next year, check out *Thunderstrike II*.

**1 Player Shooting Game**  
**Published by U.S. Gold**  
**Available January '96**

# First Look Sony PlayStation



# GEX



**C**rystal Dynamic's stellar platform title, *Gex*, will soon be available for the PlayStation. The irreverent gecko is up to his old tricks as he warps from one TV to another, trying to get back to his home.

As in the 3DO version, *Gex* features some fine graphics and humorous sound bites which poke fun at many of television's most prolific stars, including Johnny Carson and trusty sidekick, Ed. The clever story and strong replay value are what propelled this little gem on the 3DO, and it looks as though all of the great gameplay and visual style will be included in the conversion.

Unfortunately, it looks as though the PlayStation version is an exact conversion, implying that Crystal Dynamics went to no effort to upgrade the inferior system's game to the PlayStation's level. The PlayStation control pad though, is much better and the gameplay is improved as a result. Scrolling and sound have also been tweaked and improved, but there are no additions or subtractions from the level layout.

Either way, *Gex* is still an enjoyment to play, so keep an eye out for this title. If you haven't played it before, check it out: *Gex* is still one of the best platform games out there.



**1 to 2 Players Fighter**  
**Developed by Crystal Dynamics**  
**Published by Crystal Dynamics**  
**Available December**

**Phone: (415) 473-3400**

# First Look

# 3DO

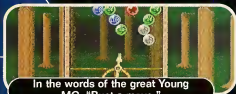
# BUST-A-MOVE

These prehistoric bubble bouncers will entertain you until the wee hours of the morning.

**H**ere is one of the most simplistic, straightforward, and highly addictive games ever made. You've probably seen this little gem on coin-op machines all over the place—usually part of those 2-in-1 deals on an SNK machine. Then it showed up on Super NES last year. Now, you can play the game, in all its glory, on the 3DO.

I'd be lying to you if I said that it took the 3DO to do this game justice, because the SNES version was fine. Like *Pooyan*, *Bust-A-Move* relies not on graphics and speed, but playability; and it's here. What I can't believe, though, is that the graphics weren't better for this version. It's *Bust-A-Move*, for the love of Christendom: the only thing you can enhance is the graphics. Having seen games such as *Ballz: The Director's Cut* and *Lost Eden*, I know how good 3DO graphics can be. The only answer to this is that maybe the developers wanted to maintain the look of the coin-op. Because, if you take a look at these pictures, it's pretty damn close.

If you are a fan of the game, keep a look out for this version, it's fabulous. Same sound, same great gameplay and (to my dismay) same graphics. A perfect conversion of a perfect game.



In the words of the great Young MC, "Bust a move."



**1-2 Player**  
**Developed by Panasonic**

# PC ZONE

BY JOHN PATTERSON

## PREVIEWS...

### Blood 'n Hair on the Walls...

One of the most eagerly awaited games of early 1996 is sure to be Take 2 Interactive's *Ripper*, currently in an advanced stage of development at the company's offices in Latrobe, Pennsylvania. The game will be a multi-genre cyberpunk thriller/whodunit in which the player must explore the mean streets of New York City in 2046 to track down a diabolical modern manifestation of Jack the Ripper, the famous serial killer who terrorized London in the 1880s. You'll solve puzzles, track clues, interrogate witnesses and suspects and even engage in a little combat and some shooting. Your range of suspects narrows down to focus on a group of former hackers called the Web Riders, who all used to play a cyberspace game based on the Ripper killings. About a third of the game unfolds in an amazingly conceived and rendered Cyber-universe, and you will find yourself blazing an investigative trail through the "web addresses" (Take 2 cyberspeak for wild and crazy data matrices, like super-advanced web-sites) of the various suspects, each of which is as tripped out and scary as its creator. The climax takes place in a virtual recreation of 1880's Whitechapel, scene of the original killings, where you will have one chance to kill the Ripper—and three chances to die, if you've lasted this far.

The coolest feature of *Ripper* is that, once you've solved the riddle of the killer's identity—which should take you about 30 or 40 gaming hours—you can return to the middle of the game, the software will reconfigure the narrative elements and you can track down a completely different suspect!

And what suspects! The cast of *Ripper* is one of the most bizarre and varied ever assembled. Check it out: The Web Riders are Christopher Walken, weirdo character actor David Patrick Kelly (The Warriors, 48 Hrs), Karen Allen (Starman), and Tahnee Welch (Cocoon). Others in the cast include Ossie Davis (Do The Right Thing), 90-year-old Burgess Meredith (the Penguin from the '60s *Batman* TV show) playing twins, John Rhys-Davies (Sliders, Riders of the Lost Ark) and Jimmie Walker. Oy-no-mitell!

From what we at VocoGames have seen of *Ripper*, we can assure you that the environments are amazing, the FMV sets a new standard, and the gore is, well...gorious.

*Ripper* will be available for PC in February.



### You Can Own That Galaxy

Short of hijacking the next Space Shuttle, the closest you'll get to conquering the universe in the foreseeable future will be *Into The Void*, the first PC CD-ROM "resource management" strategy game from Playmates. Up to ten people can play together, either by e-mail over the Internet or on a simple Local Area Network. You all agree on the parameters of the game. For instance, the size of your universe can vary from a cou-

ple of solar systems to a couple of hundred. Players must also choose which race they wish to play. Some races are good at diplomacy, some at exploration, colonization or espionage or whatever—and all have their special weaknesses, of course. Starting on a home solar system with a small colony of citizens, players must exploit the agricultural, technological, research, mining, military and espionage resources available to them. Your objectives are to acquire enough resources to build starships, colonize planets, plunder their raw materials, enslave their peoples (Hoo boy!), and finally, to boldly go and kick the intergalactic asses of your enemies in their own star systems. Of course, the occupants of all the other galaxies will be just as remorseless and unforgiving as you. You can incorporate other races and colonies into your own, develop (or just steal) resources and technologies, and stage military assaults or covert operations of sabotage and insurrection. Hey, just like any normal day in the American Empire here on Earth!

You can customize your own spaceships and fleets, which are manifested in fully animated battle and voyage sequences. Super VGA graphics and hi-res, 3-D rendered ships and facilities combine with intuitive menu palettes to make a beautiful and user-friendly interface—and that's a good thing, because the gameplay is so deep that some network games can continue for a month or more! Master the Universe in your spare time. Do it now!

*Into the Void* is available from Playmates Interactive Entertainment.



### And They're Off!

Members of Gamblers Anonymous and those of you who like a little sleazy action at the track but are too young to bet will probably want to take a look at *Microleague Hooves of Thunder*. This PC horse-racing simulation offers tournament action for one to ten players, who can take part in 125 stakes nationwide as owners and managers of their own Thoroughbred stables. *Hooves of Thunder* features actual video footage and track sounds, retoscoped and digitized for the most realistic action possible. Win, show and place are your basic betting types, but the hopelessly addicted bettors among you can also get into Trifectas, exactas, accumulators and daily doubles. Name your donkeys, bet the farm, lose your shirt, sell the kids!

To find out more, call Microleague at (302) 354-2266



## Rockin' Your Virtual Booty

**G**amers of the world, are your lumbar regions in need of new and cheap thrills? Do your cheeks yearn for gentle massage and soothing vibrations? Well, a company named Aldrich and Associates may have just what the weary butts of America's gamers are looking for. The Interactor cushion is a new "Virtual Reality Cushion" that can be plugged into the audio output of almost any home entertainment system—TV, CD player, VCR—or home computer. Placed in a chair and leaned against, it triggers a magnetic actuator in the center of the cushion, which in turn converts bass sound waves into pulsating vibrations tailor-made to rock your world, booty and all. Thus you can enjoy the roaring thrust of a good flight simulator's engines, or the pounding of gunfire in *Doom* or *Rise of the Triad*, not to mention the more conventional thrills of movies on the VCR and rockin' tunes of your own choosing. The process was developed originally for the U.S. military and was used recently in Theme Park Rides at various hotels in Las Vegas. Hey, if it's good enough for Vegas, it's definitely good enough for my ass!

The Interactor Cushion retails for about \$99. To learn more, call (800) 909-AURA.



## Heads up, Swingers!

**H**ere's something to keep addicts of baseball sins swinging all night and day: Batter Up by Sports Sciences is an interactive baseball accessory for the PC that opens up a whole new dimension to baseball sins: a life-size, soft foam bat that's equipped with a motion sensor. The player uses it to swing at the pitch as he or she sees it on the PC monitor. Your shot will go exactly where you hit it—in virtual terms, at least. You can play a whole game or season, playing as the batter or fielder. Already packaged with ESPN Baseball Tonight by Sony Imagesoft, it's also compatible with Microsoft Baseball, Tony LaRussa Baseball II and 3, Hardball III and Front Page Sports Baseball, among others. Now, here's the big question: Can it be used to give your opponents a virtual beating around the head? Hmmm, sounds promising....

Available from Sports Sciences, call (216) 963-0660



## I Have No Mouth and I Must Scream

**I** Have No Mouth and I Must Scream is the title of a 1967 story by Harlan Ellison, one of the greatest writers to come out of the Golden Age of American science fiction, who has been writing for TV and movies for 30 years and more. It tells the depressing tale of the last five people on Earth, who are all trapped inside AM, an evil computer that plans to torture them forever. Now, Ellison has made his first foray into Multimedia gaming with this totally weird adaptation for Cyberdreams. Weird, because Ellison is renowned for the scorn he pours on gaming as a mindless way for kids to pass their time—or waste it.... Well, as you might expect from someone as witty and as cynical as ol' Harl, MINAMINS (phew!) is no cakewalk in the gaming department. After the designers talked him out of his original plan to make the game liberally unwinnable, Ellison decided to spice up the gameplay by including a number of real, moral dilemmas in the game, instead of the usual assortment of trick strategies and puzzles. AM offers its captives a number of tests which, if tackled successfully, may secure their release from captivity. The tasks, performed using a straightforward point-and-click interface, are of various levels of difficulty, but they can get kinda sticky in the moral area. At one point, your progress through the game will be halted unless you're prepared to sentence a little kid to death or, in another instance, slaughter a whole mess o' cuddly critters. You'll find your ethics and morality are, to a certain extent, on trial. Of course, in these vicious and amoral times, these choices may be easier to make than Ellison suspected. After all, it's only a game.

The dilemmas are the most unusual feature of *I Have No Mouth and I Must Scream*—they're so unusual, in fact, that I'm hard-pressed to think of a single other game that forces the player to make so many unpleasant decisions. However, the gameplay and the interface in general don't measure up quite as well. The graphics are good-looking and creepy in all the right ways; the puzzles—apart from the moral quandaries—are pretty easy to figure out, and the interface is hardly innovative, although it serves its purpose.

But there are compensations: Ellison has expanded the original story and written new dialogue and scenes, and he even appears as the voice of the evil AM. And the moralethical stuff, which can seem a bit sanctimonious on paper, is a genuine innovation. It does away with the notion that good is always balanced by evil and vice-versa, a simplistic idea that makes certain kinds of games feel completely implausible. A good start, Harlan. Keep 'em coming.

*I Have No Mouth and I Must Scream*  
Developed by CyberDreams  
Published by MGM Interactive  
Price: \$69.65.



**First Look** Sony PlayStation

# HERMY HOPPERHEAD



Although HERMY HOPPERHEAD is a pretty conventional platform game, it does have some glorious animation and some of the best parallax scrolling we've ever seen. And a great deal of chicken-related mirth too.



**1 Player Platform Game**  
**Developed by Sony**  
**Available First Quarter '96**

What a nice day. I hope I don't get killed or anything.



Uh, oh. It's the attack of the mutant tires. And some kind of chicken.



**N**ot since the *Zelda* series of games has so much mirth been derived from the humble chicken. It must be realized that the chicken is a tremendously funny creature. It is a bird, but can only fly distances of a few yards. Apart from its beak, the chicken is almost entirely edible from head to toe. You can't eat the feathers, but you can tickle people with them. Quite how the chicken ever survived in the wild is a bit of a mystery. Not as much of a mystery as the antics going on in *Hermie Hopperhead* though.

You play the part of Hermie, a hapless chicken herder, as he herds his harem of hens through ancient Japan. Admittedly the plot fails to ignite sparks of logic, or enthusiasm, but you can't fault it for originality. The action gets more and more bonkers as you progress through the game, but suffice to say that you won't be learning anything useful while playing.

The action relies heavily on the use of eggs and their as yet unhatched contents. You can hatch an egg using stars that are dotted around on the various levels. The more stars you collect, the more eggs you'll be able to hatch. Each different colored egg contains a different kind of bird. Some can fly, some can shoot, all of them, however are there to help. You must pick and choose which fowl you want the most, because Hermie can only have three chickens, at any time, following him.

Gameplay is straightforward enough and the real challenge comes with how to utilize your poultry in the most clever manner. These magic leghorns can squish themselves down for you to use as stepping stones; collect stars for you and attack enemies. As in *Sonic*, as long as you are in the possession of stars, you will not die. When you get hit, your current holdings will disappear, leaving you vulnerable. Otherwise, don't fret. Don't take these stars for granted, though, because you need 100 of them to hatch your eggs and 400 of them to gain an extra Hermie.

Apart from this, the pics are self-explanatory. *Hermie Hopperhead* features some pretty graphics, wacky critters and a fair amount of hijinx. Someone as adorable as this could easily find himself employed as a mascot, if he played his cards right. Either way, this is one platform game that you shouldn't miss.



# REVIEWS

Welcome to the new look Video Games review section. Why did we change it? To make it bigger, brighter and easier to read, that's why. Everything is nice and simple and best of all, the reviews are the most accurate, honest and groovy in the whole world. Why? Because we play those games until our fingers bleed. You'll find us red-eyed and tired from late nights busting open the hottest new game titles. So, let's get on with the show and check out those new games!

## THIS ISSUE:

A smorgasbord of game-related fun this month, with some of the finest 16 and 32 bit titles around. Even Atari seems to have pooled its resources for the Christmas period. We have a ton of new games, but our new section, Game Of The Month highlights Loaded, Interplay's most violent outing yet. You can almost smell the blood as you and a team of escaped nutcases wander around a labyrinth filled with danger and yes, mirth.

Yikes! Even stinkier than a big bag of really stinky things. Hopefully nothing will ever get a "one" rating, but you never know, it's all uphill from here.

1

Now ten is the theoretical perfect game. There have been one or two in the past, notably Tetris and Super Mario World, so you get the idea.

10

## AERO FIGHTERS

Shooter 1-2 Players  
Publishers: SNK Developer: SNK  
Phones: (310) 371-7100



Call in the bombers when things get tight.

5

Looking for a shooter? AF3 will do the trick. Although there is nothing new here in the way of graphics, sound or style, AF3 will nonetheless keep you pounding away at the fire button.

Choose from five different nationalities—each with its own types of planes and wacky pilots. Every plane comes equipped with its own unique, smart bomb that it can use to cause mass destruction. Once in the pilot's seat, all you have to think about is hitting the fire button and collecting power-ups.

Looking much like 1941, AF3's biggest plus is its bosses: they're big, tough and everywhere! You won't play for more than a minute at any given time without bumping into some juggernaut war machine bent on wiping you out. Unfortunately, on the weaker side, the bosses, while plentiful, are uninspired. You can only see so many tanks, ATVs, planes and ships before you break into a yawn.

Aero Fighters 3 will surely satisfy your shooter needs, but on the whole, is nothing to cheer about. So, if you're all pumped-up on sugar, AF3 will heal what ails ya. Otherwise, don't waste your quarters.

NEO-Geo CD

## LAST GLADIATORS

PINBALL SIM 1-2 PLAYERS  
PUBLISHER: TIME WARNER DEVELOPER: KALE  
(408) 473-9400



COMBO  
20 MILLION  
12

There's no bigger chaos than this brought on by multi-ball.

9

The only thing that kept this from being a 10 is the fact that it isn't a pinball machine. Last Gladiators is a picture perfect pinball sim complete with all of the authentic sounds, colors and ball physics that make pinball what it is.

The ball physics need to be touched on more. They are brilliant. Every little nuance of ball movement is properly depicted; you won't be able to see a difference between this version and a real machine.

Table design is also done to perfection. The game has four different pinball machines, the hardest being the Samurai table. All of the ramps and drop chutes are placed correctly, and a solid rhythm on the players' part will be rewarded with long, enjoyable games with high scores.

If Kaze were smart, it would take this engine and convert classic tables to disc. Like Addams Family, Earthquake, and Cyclone. This is truly a must for pinball fans and Saturn owners.

SATURN



# SPACE GRIFFON

ACTION / RPG • 1 PLAYER • PUBLISHED BY ATLUS • DEVELOPED BY PANTHER • (714) 263-0582 • WEB TK • PRICE TK

Your mech can transform into three different ships: one for flying, one for fighting and one for, well, special secret stuff.

6

Apparently there's still a need for first-person mech shooters. I didn't think there was. *Space Griffon* looks, sounds and plays precisely identical to *Kileak and Robotica*. Its angle is that of an RPG, as opposed to just a standard shooter, so expect something a little different than those other yawners in question.

From what I saw, all you do in *Space Griffon* is walk about different levels shooting mechanical monsters, jacking into enemy computers and inserting color cards into their respective slots. Sounds a lot like *Doom*, doesn't it?

The graphics are fairly bland, yet crisp, and the scrolling is very average. It does however, hold interest longer than both of the aforementioned titles, so maybe it will appeal to some people out there. I guess we'll just have to wait and see.

PLAYSTATION

# PTO II

WAR SIM • 1+ PLAYERS • PUBLISHED BY KOEI • DEVELOPED BY KOEI • (415) 348-8288 • WEB TK • PRICE TK

**K**on is synonymous with quality—but you already knew that. If you are a fan of their sims, you know exactly what you're getting when a new game comes out. That is why I don't need to tell you that *PTO II* is a simulator's dream. What I am going to tell you, though, is that only *Super Simulator Guy* is going to like this particular version.

*PTO II* is a very complex and in-depth war simulator. Unfortunately, for those of us out there looking for some simple fun, *PTO II* represents nothing but a headache. Even I, a lover of *Civilization* and *R3K*, can't help but feel bogged down by *PTO II*'s overkill in the realism department. Unless you are ready to take on the role of Naval Commander and all of its little annoyances, don't bother with this game; it's just too damn complicated.



LA Quincy  
Fire on the port.

7

SNES

# WING ARMS

Shooter • 1-2 Players  
Publisher: Sega/Developer: Sega  
Format: (100) USA-SEGA  
Reviewed in December 1994

I'm going in!

**O**ver the last couple of months, several war plane flight sims have hit the scene, like Namco's *Air Combat* and Black Ops' *Agile Warrior*. Well, I'm sick and tired of simulators. If I want to know all of the boring and tedious ins and outs of fighter plane flying, I'll be all I can be. What I want is a good ol' fashioned fighter game, like *Airburner*. *Wing Arms* is the answer to my prayers.

It's WWII and you're part of a squad of leathernecks. Mission: eliminate the enemy presence and disable their stations. Choose from one of the many cool fighter planes of that generation. There's the U.S. Mustang, the fastest and most menacing prop plane ever to lurk the skies. Or, if the R.A.F. is your thing, hop in the cockpit of England's Spitfire, the plane that helped the Brits maintain air superiority over Europe. Oh yeah, there are some other planes, but who cares?

In *Wing Arms* you get to dogfight! None of this check your speed and watch the altimeter crap. Dodge, swerve and dive; a true flying ace shouldn't have to worry about something as trivial as realism. If you want to just have some intense fun, this is the flying game for you.

SATURN

7

# VIDEO GAMES

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Expires May 15, 1996. Please circle only one answer per question.

- Age: a) 11 or under b) 12-14 c) 15-17  
d) 18-24 e) 25-34 f) over 34
- How many games do you own?  
a) 1-5 b) 6-10 c) 11-15 d) 16+ e) none
- Is there a computer in your home? a) Yes b) No
- If yes, do you have a modem? a) Yes b) No
- When buying or renting games, what is your preferred category?  
a) Sports b) Action c) Fighting d) Shooting  
e) RPG f) Adventure g) Puzzle/Strategy
- Do you plan to buy a video game system within the next:  
a) 3 months b) 6 months c) 9 months  
d) 12 months e) none
- If yes to question 5, what type of system?  
a) NES b) Super NES c) Genesis  
d) TG-16/Duo e) NeoGeo f) 3DO  
g) Jaguar h) Sega CD i) CD-i
- Where did you get this copy of Video Games?  
a) Newsstand b) Friend c) Subscription
- What type of system do you currently own?  
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d) TG-16/Duo e) NeoGeo f) 3DO  
g) Jaguar h) Sega CD i) CD-i
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**BUTCH**

Yee-haw! I'm a  
killin' machine,  
AND I LIKE IT!  
Time Players

When I find E.B.  
I'm gonna dress  
him up in  
a hideous day-glow  
mini-skirt

Zoom In & Out Of Action

paint his toes  
violet, and  
call him "Dolly."  
Then I'll  
waste him.

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Pop Will Eat Itself

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**LOADED**

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KILLER TIP: Fight best against the ropes. Back into a corner and now you're down. WEAPON OF CHOICE: Flame Throwing SUPER WEAPON: Explosive Ring

## PULSTAR

SHOOTER 1-2 PLAYERS  
PUBLISHER: SNK DEVELOPER:  
AICOM (310) 371-7100

NEO-GEO CD

If you can count on one thing from the Neo Geo, it's a game with familiarity. Now, for some, this is a good thing. Those who fear change will be right at home in front of any current Neo Geo game. But for others, like myself, Neo Geo represents the doldrums where only the most uninspired games dwell. Fit in for SNK to frighten its technophobic fans by drastically changing its games' engines, so they took one baby step in their new title, *Pulstar*.

If you can believe it, *Pulstar* will be the first Neo Geo game (that I know of) to contain rendered objects. Now, as you pilot your space ship through four levels of intergalactic warfare, you will get to blow up rendered bad guys. Not too shabby. This is, remember, only a baby step.

Visual change is all you'll see, though, because *Pulstar* plays like all other Neo Geo shooters. Just like the game *R-Type*. Grab power-ups and hammer away at the fire button as mindlessly as you like. Thinking in a game like this is purely optional.



There's rendered art in there, I swear!

6

## MYSTARIA

1 Player RPG Strategy  
Release: Dec. '95



10

The Shining Force series on the Genesis contains some of my all-time favorites. *Mystaria* features the same style of battles (Turn-based hex grid), except that you now see the action in 3-D.

*Mystaria* doesn't have the best story in the world, but it's pretty good, with characters that have some personality to them.

You have at your disposal multiple weapon attacks, magic and even the option of using your bare hands! You start with four characters and steadily increase membership as the adventure progresses. The way you go up in levels is a little slower than I would normally prefer, but doesn't detract too much from the overall experience.

What does take away from the game is the save game system which sometimes forces you to replay long battles, and the camera movements which can cause dizziness and confusion, usually at the same time. *Mystaria* has its flaws, but still comes out as a must have for Saturn owners looking for an RPG.

SATURN

## NBA JAM: TOURNAMENT EDITION

SPORTS 1-4 PLAYERS  
PUBLISHER: ACCLAIM  
DEVELOPER: IGUANA  
PHONE: (516) 354-5001

Okay, I know none of you care what I say, because you're still going to buy the game. *NBA Jam* is a monster hit wherever it springs up despite the fact that the game sucks. Like *MK*, *NBA Jam* is a repetitive, and highly flawed exercise in stupidity. This hasn't seemed to stave its increasing popularity, though, so I'll just tell you what you want to hear. *NBA Jam: TE* for the Saturn is a perfect translation. All the characters, codes, hot sound and off-the-wall hoop action are here for you to enjoy. The zoom effect is seamless and player faces are distinguishable. All in all, you won't feel ripped off when you pick up your copy of this overrated title. Rest assured that all of the cheap plays, inaccurate player profiles and repetitive, unintelligent strategies are packed into this little disc. That said, it is addictive as hell.



So much action, my foot fell off.

7

SATURN

## KILLER INSTINCT

FIGHTER: 11 PLAYER  
PUBLISHER: NINTENDO  
DEVELOPER: RARE (800) 255-3700

Can you tell what's going on?

7



The juggernaut of fighting games is now available for Game Boy! This is a game that, release weekend, outsold DKC and Earthworm Jim. I can't imagine why; it is far from the best fighting game. I guess hype goes along way nowadays...

Putting a game, such as this, on Game Boy seems a bit silly to me, but there are many out there who would disagree. This version, while laughable, graphically, does retain most of its playability along with the character moves. So, even though you can't tell what's going on, rest assured that Gladius is throwing his snow ball- or whatever he does.

The question you must ask yourself before buying this game is: Did I like the SNES version because of how good it looked, versus the arcade version, or because of how it played. If the latter is your response, check this out. If not, avoid this one.

GAME BOY

When I find EUB,  
I'll be performing  
a little number  
called "Death  
Shrill in E Minor."  
I hope he enjoys it the  
first time because  
nobody gets to hear  
it twice.

What Good Is A Sony® Playstation™ If It Isn't

**LOADED**

For 1 or 2 Players

3D Morphing Tournament

"A thoroughly  
enjoyable  
splatterfest. Naaa"  
— Game Players

**VOX**

WEAPON OF CHOICE: Hell Flail  
SUPER WEAPON: Sonic Blast

KILLER TIP: Use speed to grab power ups.  
Light armor vulnerable in heavy conflict.

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# GAME OF THE MONTH!

**I**t's been a long wait; too long for those of us in the gaming industry who have been teased with early versions of this tasty title. Now, *Loded* is out there and the question is: "Why haven't you picked up a copy of it yet?" *Loded* has a little something for everyone: romance, comedy, drama, suspense...oh yeah, it also has a deluge of senseless violence and over-the-top gore. *Loded* is a game for those of you out there who thought *Road Warrior* and *Robocop* were cinematic masterpieces; it's for those who see Moe, Larry and Curly as gods and find things like rolling grandma down a hill at the height of hilarity.

Let's face it: *Loded* is for the teeming masses of morally depraved youth out there who have chewed away at American society and turned it into an MTV/BH 90210-driven culture. That would be you and me.

You play the part of an intergalactic tough guy. You've been wrongly imprisoned (this time) and are bent on finding out who set you up. During this voyage of discovery, a lot of innocent people must die. Choose from one of six killing machines, each equipped with a ridiculously powerful weapon and unique smart bomb. Each of these characters has different traits, from armor strength to speed. You must travel from one area to another, upgrading your weapon and collecting ammo and key cards. All you need to worry about is staying alive and not running out of ammo.

Besides a great concept, *Loded* features some remarkable graphics and sound. All of the players, and enemies alike, are beautifully animated and the weapon discharges look like the Fourth of July. The most impressive aspect, though, is what the developers did with lighting. Explosions and other light sources cast shadows and reflections across surrounding surfaces. This effect is really cool.

Consider as well that *Loded* plays easily and has a high replay value, and you've got another persuasive reason to buy yourself a PlayStation. You also have a good reason to check yourself into an institution.



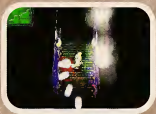
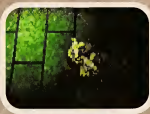
Although much of the game takes place in darkness, you'll find that your weapons do a good job of illuminating the surrounding area. Later in the game, this technique becomes invaluable.



SHOOTER  
PUBLISHED  
(14) 401-4415

1-PLAYERS

NOTES/LAT



The more stuff you blow up, the happier you'll be.



Oops. Surrounded by evil. Time to kill everything.



Eat plutonium death, you filthy xenomorphic scum.



9

## Baldies

Publisher: Atari  
Developer: TK  
1 player  
Phone: 800-GO-ATARI

**B**aldies are a group of very small people with, as you may have guessed, no hair—trying to establish a viable society comprised of workers, builders, soldiers and scientists. That's it. No farmers or teachers or firemen or even heroin abusers. Bald heroin abusers are cute, too. You can see that it's easy to let your imagination run away with you when playing this one, because there isn't a whole lot of excitement involved otherwise.

Baldies is an action/strategy game for those who like to sit around manipulating tiny people on the television screen, watching them build houses, get old and drown skulls. It's enough to make one yearn for the good old days of Cannon Fodder. What an excellent action/strategy game that was! No facetiousness intended. Probably not a fair comparison either. Hm...maybe if the Baldies wielded guns.

The game boasts an advanced Artificial Intelligence that allows you to observe the Baldies in a "fishbowl" environment. But "observation" isn't what usually attracts me to a game. Baldies features over 100 levels in five different worlds, with bonus levels, hidden features, and various contraptions that allow you to attack the bad guys (disfigured by full heads of hair).



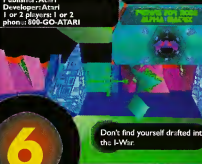
The daymation sequences are sort of bleak.

6

JAGUAR

## I-War

Publisher: Atari  
Developer: Atari  
1 or 2 players: 1 or 2  
Phone: 800-GO-ATARI



Don't find yourself drafted into the I-War.

6

**Y**ours is an anti-virus tank that's been crafted to destroy mutated databases blocking information that would otherwise travel smoothly through the I-Way, a world information network running from an Override Mainframe Supercomputer. The plot is a less than original attempt at establishing some sort of postmodern, techno-culture reference. Such a shortfall isn't necessarily indicative of gameplay, but in this case, well, it is. I-War comes across as a middling attempt at establishing a genre inspired by Jaguar games like Cyber Morph and Battle Morph.

The gameplay and graphics are similar but inferior to both Cyber Morph and Battle Morph, with the added feature of a 2-player option. You move around in a 3-D environment, flip a couple of switches, open a few doors, travel through a warp or two, and shoot at enemies that are difficult to distinguish from background objects. Even the crosshairs are difficult to manipulate. The puzzles, the mazes, the texture-mapping, the Gouraud shading—none of it proves to make for a very exciting game, and the five different perspectives on three different anti-virus craft aren't alone to make up for that either.

JAGUAR

## Battle Morph

Publisher: Atari  
Developer: Atari  
1 player  
Phone: 800-GO-ATARI

**T**hose who have followed the history of the 64-bit Jaguar will probably remember the game Cyber Morph, one of Atari's initial releases for this system—a game that falls into the action/3-D/light/shoot category. It wasn't a great game, but it was a promising one that instilled hope into many a Jaguar owner. Battle Morph is its CD successor, offering new worlds, new puzzles, new enemies and new weapons. Battle Morph isn't a groundbreaking game; but overall, the game looks better than Cyber Morph, and it plays better than Cyber Morph. And if you happen to be a Jaguar CD owner, Battle Morph is a solid game worth your consideration.

The 3-D/polygon graphics will look very similar to the graphics used in Cyber Morph; there doesn't seem to be a whole lot of innovation in that area. But Battle Morph does offer a wider variety of enemies, power-ups, and background objects (buildings, trees—more things to blow up). The game controls better and moves faster than Cyber Morph. You can warp to intriguing underwater levels that provide a nice change from the rest of the levels, at least graphically.

What it all amounts to: This is the most entertaining Jaguar game I've played in a while. And if you like this game, you'll also want to check out Phoebe Zen.



Hop into your TransmoGriffin, or T-Griffin, to defend Earth from a Pernitian invasion.

8

JAGUAR

## Missile Command 3D

Publisher: Atari  
Developer: Atari  
1 player  
phone: 800-GO-ATARI



The Jaguar controller needs to loosen up, but otherwise, you can have a lot of fun with this game.

**M**issile Command—an oddie but a goodie. Missile Command 3D is part of a series of updated Atari classics released for the Jaguar, including Defender 2000, Breakout 2000, and Tempest 2000. Tempest 2000 (the PC version is due out early next year, and yes, Atari is now publishing for the PC) is probably one of the best games available for the Jaguar; the rest of the classic collection looks just as promising, especially for fans of those original versions.

The Missile Command 3D cartridge is comprised of three games: Original Missile Command, 3D Missile Command, and Virtual Missile Command. 3D Missile Command basically plays like the original game, but, of course, in 3-D. The explosions in 3D Missile Command are impressive; it's good to see something other than those shattering polygon explosions one sees in games like Cyber Morph. But I thought the lens flare effect looked a little contrived.

3-D worlds include underwater, clouds and space station colonies, a far cry from the original backgrounds in the arcade version. Virtual Missile Command departs from both Original Missile Command and 3D Missile Command in gameplay. The goal is the same: protect your colonies from aliens. But this time you shoot directly at the missiles in order to deter them, instead of strategically causing explosions that block their paths. It's more direct. Not especially innovative, but Missile Command 3D can provide Jaguar owners with ample entertainment.

JAGUAR

## NBA Jam Tournament Edition

Publisher: Atari  
Developer: Atari  
1 to 4 players  
phone: 800-GO-ATARI



NBA Jam Tournament Edition looks like one of the most substantial games available for the Jaguar.

**A**t this point, NBA Jam is practically a household word. There's no doubt that NBA Jam Tournament Edition is a well-designed game that features more players, more secret codes, and faster, as well as more balanced, gameplay. It's already available on just about every other system, so why would you want it for the Jaguar? Surprisingly, the Jaguar version is just as good as, if not better than, both the PlayStation and Saturn versions. Well, except for the music. The music is pretty bad. Somebody really needs to work on that—that and the controller.

NBA Jam Tournament Edition also features updated player rosters, rookie and all-star teams, over 120 NBA stars, including Rodman (my personal favorite), Ewing and Hill, secret codes, hidden players, super power-ups, and the ability to choose from three to five players per team. And wait until you put it into Juice Mode. If you're looking for a fast-paced game with characters who have really big heads, then look no further. Other Jaguar sports games currently available: Charles Barkley Basketball, Brett Hull NHL Hockey, SuperCross 3D, and Fever Pitch.

## Attack of the Mutant Penguins

Publisher: Atari  
Developer: Atari  
1-2 players  
phone: 800-GO-ATARI



**P**enguins and aliens. They constitute the most outstanding factor of the game. Evil aliens from the galaxy of Bloorburgh tested into a television program on Earth that happened to be featuring some sort of penguin documentary, the aliens from Bloorburgh thus assumed that Earthlings were penguins and disguised themselves as such in order to invade and conquer. Random superheros, Howard and Rodney (one looks sort of like a turnip, the other a pear), have taken it upon themselves to save the Earth and prevent the alien mutant penguins from hogging the Doomscale, some sort of ward contraption that sits in the middle of the screen and will explode if you don't solve that level's puzzle on time.

That's right, Puzzles. If you like them, then maybe this game is for you. Each level features a rather involved puzzle. Because the learning curve is sort of high, various prizes will guide you through the game. You have to open various treasure chests and collect a certain amount of items before you're equipped with a certain weapon in order to open the treasure chest you have to collect penguins; you have to strategically defend the Doomscale from roaming evil penguins; etc., etc.

There are 20 levels of puzzles in all, plus bonus levels. Other features include the option of playing in either Normal play areas or Pandemonium play areas, bonus treasure chests, and alien penguins in various disguises—concoys, Indians, ninjas, and so on. Overall, the game looks pretty good, and it can actually be rather engaging.

JAGUAR

# RPG *Attack!*

**A monthly guide to the world of RPG's. This month, we take a look at some import RPG's.**

## SAMURAI SHODOWN RPG

Samurai Shodown, the arcade blockbuster series from SNK, will be appearing in RPG form on the Neo Geo CD in Japan. The game features all your favorite characters from the fighting game starring as either a main character or in a cameo.

The fighting view is very similar to the Final Fantasy side to side character confrontation with the exploration view taking place in the traditional top down view. As you can see from the screens, this is the type of game Neo owners have been craving for. The attention to small details prevalent in their fighting games is carried over to this RPG. The towns have an incredibly detailed look to them and really makes it a more believable world.

Let's hope this game and the Neo CD system appear here soon or perhaps this game will be one of the Neo games ported over to the Saturn as a result of the cross-licensing agreement between the two companies.



# ALBERT ODYSSEY

外伝

## LEGEND OF ELDEAN

Albert Odyssey first appeared on the super Famicom and now makes its way to Sega's 32-bit machine. Unfortunately, the Super Famicom game did not make it over here to the Super NES, but the Saturn version has a good chance of being picked up here. The game offers side view battles similar to the Final Fantasy series and loads of color. Based on the early screens, it looks like the Saturn is going to be getting another quality RPG. Albert Odyssey is set to be released 1st Quarter '96 in Japan and hopefully soon after here in the states.



# DRAGON QUEST

ドラゴンクエスト

## Super Famicom

The long awaited sixth installment of the Dragon Quest series is here and expect huge lines and instant sell outs in the Land of the rising sun. The Dragon Quest series is known as Dragon Warrior over here and enjoys a dedicated following. The character designs are done by the God of manga, Akira Toriyama, who is the genius behind Dragon Ball Z and also did the character designs for Chrono Trigger and all the previous Dragon Quest games. If all goes well, we could see this title pop up around spring.



## SATURN (JPN)

### RPG NEWS

The RPG situation seems to be in a decline over here and it's not because they're not popular. Let's take a look at what some U.S. companies are up to.

#### Sega

The Saturn in Japan has a good amount of cool RPGs that U.S. gamers would flip over. The one RPG Sega is definitely releasing is Mysticra, but what about all the others? Sega needs to go back to what they were famous for and remember the glory days of Phantasy Star.

#### Sony

The RPG situation is pretty bleak for the U.S. PlayStation. Art the Lad could come over, but don't hold your breath. The only hope are 3rd parties like Banami to convert some of their Japanese line up.

#### Nintendo

The Super NES seems to be the only reliable source of RPGs these days. We usually see about 8 RPGs a year which doesn't even come close to the huge amount that comes out in Japan. The Ultra 64 is assumed to be the dominant 32-bit force, but then again...

#### Next Month...

We'll have an in depth look at the U.S. RPG scene including a release schedule and some titles to go with it!

# **NEXT MONTH...**

**No more gossip**

**No more rumors**

**No more secrecy**

**Nintendo  
ULTRA 64.  
It's here...**



## The Ultimate Gaming Rig!!

OVER \$20,000<sup>00</sup>  
IN PRIZES!



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Computer Contest.** Win a blazing fast computer with Pentium 133 Mhz processor, 16 meg. ram, 1.2 Gb. hard drive, CD-ROM, 17" monitor, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win OSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H				MYSTERY WORDS
		E			
P	I	N	C	H	
	R				
S					

**WORD LIST and LETTER CODE chart**

PINCH .....W PRESS.....K BLAST .....A WRECK .....D  
BREAK .....Z PUNCH .....S SPRAY .....C TURBO .....V  
STOMP .....T STAND .....R PRESS .....E DREAM .....O  
CAUSE .....I SCORE .....H SLANT .....J CHASE .....L

**MYSTERY WORD CLUE:**

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

## Yes!

**ENTER ME TODAY. HERE'S MY ENTRY FEE:**

- ☐ (\$3.00) Computer Contest  
☐ (\$3.00) Video Game Contest  
☐ (\$3.00) Media Rig Contest  
☐ (\$5.00) **SPECIAL!** Enter them all! (SAVE \$4.00)

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## SUPER NES

60-Yard Flight	6	<b>NINTENDO</b>
1048	4	
1148	4	
1300	8	

16	Ashtari	25	Ashtari	34	Ashtari	43	Ashtari	52	Ashtari	61	Ashtari	70	Ashtari	79	Ashtari	88	Ashtari	97	Ashtari	106	Ashtari	115	Ashtari	124	Ashtari	133	Ashtari	142	Ashtari	151	Ashtari	160	Ashtari	169	Ashtari	178	Ashtari	187	Ashtari	196	Ashtari	205	Ashtari	214	Ashtari	223	Ashtari	232	Ashtari	241	Ashtari	250	Ashtari	259	Ashtari	268	Ashtari	277	Ashtari	286	Ashtari	295	Ashtari	304	Ashtari	313	Ashtari	322	Ashtari	331	Ashtari	340	Ashtari	349	Ashtari	358	Ashtari	367	Ashtari	376	Ashtari	385	Ashtari	394	Ashtari	403	Ashtari	412	Ashtari	421	Ashtari	430	Ashtari	439	Ashtari	448	Ashtari	457	Ashtari	466	Ashtari	475	Ashtari	484	Ashtari	493	Ashtari	502	Ashtari	511	Ashtari	520	Ashtari	529	Ashtari	538	Ashtari	547	Ashtari	556	Ashtari	565	Ashtari	574	Ashtari	583	Ashtari	592	Ashtari	601	Ashtari	610	Ashtari	619	Ashtari	628	Ashtari	637	Ashtari	646	Ashtari	655	Ashtari	664	Ashtari	673	Ashtari	682	Ashtari	691	Ashtari	700	Ashtari	709	Ashtari	718	Ashtari	727	Ashtari	736	Ashtari	745	Ashtari	754	Ashtari	763	Ashtari	772	Ashtari	781	Ashtari	790	Ashtari	799	Ashtari	808	Ashtari	817	Ashtari	826	Ashtari	835	Ashtari	844	Ashtari	853	Ashtari	862	Ashtari	871	Ashtari	880	Ashtari	889	Ashtari	898	Ashtari	907	Ashtari	916	Ashtari	925	Ashtari	934	Ashtari	943	Ashtari	952	Ashtari	961	Ashtari	970	Ashtari	979	Ashtari	988	Ashtari	997	Ashtari	1006	Ashtari	1015	Ashtari	1024	Ashtari	1033	Ashtari	1042	Ashtari	1051	Ashtari	1060	Ashtari	1069	Ashtari	1078	Ashtari	1087	Ashtari	1096	Ashtari	1105	Ashtari	1114	Ashtari	1123	Ashtari	1132	Ashtari	1141	Ashtari	1150	Ashtari	1159	Ashtari	1168	Ashtari	1177	Ashtari	1186	Ashtari	1195	Ashtari	1204	Ashtari	1213	Ashtari	1222	Ashtari	1231	Ashtari	1240	Ashtari	1249	Ashtari	1258	Ashtari	1267	Ashtari	1276	Ashtari	1285	Ashtari	1294	Ashtari	1303	Ashtari	1312	Ashtari	1321	Ashtari	1330	Ashtari	1339	Ashtari	1348	Ashtari	1357	Ashtari	1366	Ashtari	1375	Ashtari	1384	Ashtari	1393	Ashtari	1402	Ashtari	1411	Ashtari	1420	Ashtari	1429	Ashtari	1438	Ashtari	1447	Ashtari	1456	Ashtari	1465	Ashtari	1474	Ashtari	1483	Ashtari	1492	Ashtari	1501	Ashtari	1510	Ashtari	1519	Ashtari	1528	Ashtari	1537	Ashtari	1546	Ashtari	1555	Ashtari	1564	Ashtari	1573	Ashtari	1582	Ashtari	1591	Ashtari	1600	Ashtari	1609	Ashtari	1618	Ashtari	1627	Ashtari	1636	Ashtari	1645	Ashtari	1654	Ashtari	1663	Ashtari	1672	Ashtari	1681	Ashtari	1690	Ashtari	1699	Ashtari	1708	Ashtari	1717	Ashtari	1726	Ashtari	1735	Ashtari	1744	Ashtari	1753	Ashtari	1762	Ashtari	1771	Ashtari	1780	Ashtari	1789	Ashtari	1798	Ashtari	1807	Ashtari	1816	Ashtari	1825	Ashtari	1834	Ashtari	1843	Ashtari	1852	Ashtari	1861	Ashtari	1870	Ashtari	1879	Ashtari	1888	Ashtari	1897	Ashtari	1906	Ashtari	1915	Ashtari	1924	Ashtari	1933	Ashtari	1942	Ashtari	1951	Ashtari	1960	Ashtari	1969	Ashtari	1978	Ashtari	1987	Ashtari	1996	Ashtari	2005	Ashtari	2014	Ashtari	2023	Ashtari	2032	Ashtari	2041	Ashtari	2050	Ashtari	2059	Ashtari	2068	Ashtari	2077	Ashtari	2086	Ashtari	2095	Ashtari	2104	Ashtari	2113	Ashtari	2122	Ashtari	2131	Ashtari	2140	Ashtari	2149	Ashtari	2158	Ashtari	2167	Ashtari	2176	Ashtari	2185	Ashtari	2194	Ashtari	2203	Ashtari	2212	Ashtari	2221	Ashtari	2230	Ashtari	2239	Ashtari	2248	Ashtari	2257	Ashtari	2266	Ashtari	2275	Ashtari	2284	Ashtari	2293	Ashtari	2302	Ashtari	2311	Ashtari	2320	Ashtari	2329	Ashtari	2338	Ashtari	2347	Ashtari	2356	Ashtari	2365	Ashtari	2374	Ashtari	2383	Ashtari	2392	Ashtari	2401	Ashtari	2410	Ashtari	2419	Ashtari	2428	Ashtari	2437	Ashtari	2446	Ashtari	2455	Ashtari	2464	Ashtari	2473	Ashtari	2482	Ashtari	2491	Ashtari	2500	Ashtari	2509	Ashtari	2518	Ashtari	2527	Ashtari	2536	Ashtari	2545	Ashtari	2554	Ashtari	2563	Ashtari	2572	Ashtari	2581	Ashtari	2590	Ashtari	2600	Ashtari	2609	Ashtari	2618	Ashtari	2627	Ashtari	2636	Ashtari	2645	Ashtari	2654	Ashtari	2663	Ashtari	2672	Ashtari	2681	Ashtari	2690	Ashtari	2700	Ashtari	2709	Ashtari	2718	Ashtari	2727	Ashtari	2736	Ashtari	2745	Ashtari	2754	Ashtari	2763	Ashtari	2772	Ashtari	2781	Ashtari	2790	Ashtari	2800	Ashtari	2809	Ashtari	2818	Ashtari	2827	Ashtari	2836	Ashtari	2845	Ashtari	2854	Ashtari	2863	Ashtari	2872	Ashtari	2881	Ashtari	2890	Ashtari	2900	Ashtari	2909	Ashtari	2918	Ashtari	2927	Ashtari	2936	Ashtari	2945	Ashtari	2954	Ashtari	2963	Ashtari	2972	Ashtari	2981	Ashtari	2990	Ashtari	3000	Ashtari	3009	Ashtari	3018	Ashtari	3027	Ashtari	3036	Ashtari	3045	Ashtari	3054	Ashtari	3063	Ashtari	3072	Ashtari	3081	Ashtari	3090	Ashtari	3100	Ashtari	3109	Ashtari	3118	Ashtari	3127	Ashtari	3136	Ashtari	3145	Ashtari	3154	Ashtari	3163	Ashtari	3172	Ashtari	3181	Ashtari	3190	Ashtari	3200	Ashtari	3209	Ashtari	3218	Ashtari	3227	Ashtari	3236	Ashtari	3245	Ashtari	3254	Ashtari	3263	Ashtari	3272	Ashtari	3281	Ashtari	3290	Ashtari	3300	Ashtari	3309	Ashtari	3318	Ashtari	3327	Ashtari	3336	Ashtari	3345	Ashtari	3354	Ashtari	3363	Ashtari	3372	Ashtari	3381	Ashtari	3390	Ashtari	3400	Ashtari	3409	Ashtari	3418	Ashtari	3427	Ashtari	3436	Ashtari	3445	Ashtari	3454	Ashtari	3463	Ashtari	3472	Ashtari	3481	Ashtari	3490	Ashtari	3500	Ashtari	3509	Ashtari	3518	Ashtari	3527	Ashtari	3536	Ashtari	3545	Ashtari	3554	Ashtari	3563	Ashtar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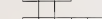
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# SPORTS WIRE

## WWE FEATURE



How nice are rollers about the right ones?

I was playing Acclaim's new *Wrestlemania* game and it really hit home how lame today's wrestling stars are. Undertaker, Bam-Bam Bigelow, Lex Luger? These guys suck. Someone should develop a wrestling game aimed at true wrestling fans; a game with the the

Heart could be seen flippin' their gums outside the ring! Those were managers who had it going on.

So HEY! Developers out there: Buy the rights to these guys and make a wrestling game that my generation would care about. It's not just about flash and show, it's about style and originality, and these putzes, nowadays, have none.

stars from the Golden Age of wrestling.

Do you remember when wrestling games were the big seller, not video game magazines? Remember when there were three federations, all of which you could see every Saturday morning on the local independent networks? Names like Junk Yard Dog, Jimmy "Superfly" Snuka, Rocky Steamboat and suplex sensation, Hulk Hogan were marquee every week. I remember how worried my friends and I were when one of the Von Erich brothers was killed in the ring (hey, at least we didn't still believe in Santa Clause).



Bobby "The Great" Adams. We didn't let his guy?

How about the bad guys? I can recall a time when the bad guys had some bite, like Iron Sheik, Nicholas Volkov, Rowdy Roddy, Paul Orndorff and the shifty Cowboy Bob Orton. These are the true wrestling stars.



The really bad one! He did his guy over his match without clicking!

Ringside shenanigans were also highlights of every show. Piper's Pit—there's nothing in today's wrestling to match the greatness of this show-within-a-show. You just knew Roddy was going to piss someone off during his ringside chat. And what about those mischievous managers? Remember when the likes of Captain Lou, Mr. Fuji, and "Mouth of the South" Jimmy



My first exposure to what wrestling really meant: Nicksy and the Lady Elizabeth.



Look, this guy always knew where he left us.



I was on a Great Quest, not this boss's signature move.



## BOX SCORE

There are two college football series out there that are worth their salt: College Football USA and College Football National Champions. Both are good. Both have their strong points. The question is, which one do you buy?

I don't want to come right out and say EA's *CFU '96* is better than *CFNC II*. I like it more, personally, but that's not to say it is a superior game. It just seems that *CFU '96* has more stuff, which we all know, is what makes a game more desirable.

Let's start with the two games' graphics. This is where *CFNC II* outperforms *CFU '96* (what's it with the long names, guys?). *CFNC II* has better graphics, outright. The players as seen from blimp view, while smaller, are crisper. Also when the play zooms in, you are treated to much bigger, smoothly animated players. As a result, you can see what's going on much easier, and the players are much more pleasing to the eye. In *CFU '96*, expect the same graphics that you've seen in all Madden titles. They aren't great, let's face it. The players look goofy and the animation just isn't that good.

Graphics don't amount to a hill of beans unless the playability is there, though. This is an area in which *CFU '96* has the upper hand. *CFNC II* has solid playability that is aided by its "zoom" feature. Whenever the quarterback gives up the ball to a player, the camera zooms in for a closer look at the play. What this means is that now you can more clearly see the play develop. The "zoom" is most helpful when you are running the ball up the middle. Unlike EA's football games, where you can't really tell where to direct your back, in *CFNC II*, the holes in the defense are clearly visible and easy to shoot.

This "zoom" might not appeal to all, though. A camera change in mid-play might fluster some players. Lord knows I feel a little disoriented when the camera doses in. This usually results in a not-too-pretty run or catch. If the interruption in play doesn't bother you, then don't worry. If it does, you can turn it off, but then you are stuck with "blimp" mode which is harder to see than *CFU '96*'s standard view.

College Football USA '96 maintains the familiar feel of the Madden series. The graphics aren't very good, but they do get the job done. EA is known for its concentration on playability above all else, so you too should place the

graphics on the back burner when considering one of their titles. What you get here is totally uninterrupted gameplay that has been tweaked by the developers to render the best in football simulation. So, while plays may not always be easy to follow, at least the game's strong playability makes it possible for you to adjust.

In the stat department, both games are running neck and neck. There are so many stats, you can't keep track. Not only will both games keep track of every team's season stats, it also keeps track of national rank, player rank and permanent, all-time records. This will definitely satisfy all of your manly urges to leave your mark. In *CFU '96*, when you break a record during play, the old record will appear onscreen, followed by the new one you just set.

The area that *CFU '96* overtakes *CFNC II* is in stuff. *CFU '96* has only 32 teams. *CFU '96* has all 108! On top of that, *CFU '96* has licensed the bowl games. Now you can match your two favorite teams in the coveted Rose Bowl or Orange Bowl.

In short, both are solid football sims. But, *CFU '96* edges out *CFNC II* in stats and stuff. If you are looking to immerse yourself in a college football sim, *College Football USA '96* is the way to go.

## CFNCII



## CFU



	GRAPHICS	SOUND	REALISM	PLAYABILITY	CHALLENGE	REPLAY VALUE	OPTIONS	STATS	LICENSE	TOTAL
CFNCII	8	6	7	7	6	6	6	7	7	7
CFU	7	6	9	9	7	8	7	9	10	8

# KONAMI FEATURE

What do you do when a company known for making action/adventure games decides to get involved in the sports arena? Usually you cringe. It takes experienced and dedicated developers to craft a good sports sim. You can't just whip off a title. One company you might think of is Konami. Here is a developer that has given us the *Castlevania* and *Contra* series; two entertaining action titles known the world over. This is also the same company that tried to make a sports game for the Genesis; do you remember *Double Dribble*? Yuck. Naturally, you would be wary if they told you that they were reentering the sports game genre for the release of the 32-bit platforms. The prospect of a 3-D *Double Dribble* is a bit frightening.

No worries here, because Konami, like Sony and Interplay, is going for the jugular. No pussy-footing around for these guys. This time they are doing it right. The games I refer to are the upcoming *NBA In the Zone* and *NFL Full Contact*.

Earlier, Konami released a coin-op hoop game called *Run 'N' Gun*. While not as popular as (although infinitely better than) *NBA Jam*, *Run 'N' Gun* did make some waves. Incorporating the development team from this game into the squad responsible for *In the Zone*, Konami hoped to blitzkrieg the sports game industry. They have. This team of Japanese developers has outdone itself. Although they wouldn't tell me the details of how they did it, one thing's for certain: whatever they're doing, it's more sophisticated than anyone else.

It was important that their football sim also be a benchmark in sports gaming. To accomplish this, Konami hired the creator of the original *John Madden Football* to develop *Full Contact*. The result? Well, I don't really know, but from the looks of it, *Full Contact* will be worthy to sit atop the pile with its sister title, *In the Zone*. One feature of this little number that is sure to turn heads is the ability to play first person as any

player on the field. I bet Ditka is wishing he hadn't hopped into bed with those hammerheads at Digital Pictures so fast.

As if that wasn't enough, Konami's sports guys are releasing a baseball title this coming spring to directly compete with VR Sports' *VR Baseball*. I'd say someone out there has some serious confidence in their products. Hmm...

The sports saga continues, fellow armchair quarterbacks. We've seen the emergence of some heavy hitters over the past six months. Both *Sony* and *VR Sports* have stepped up to the

plate, determined to steal away some of EA's market share...that is if Konami doesn't get to it first.



## GAMES WE'D LIKE TO SEE

Crystal Dynamics can take the credit for this month's column. They have a commercial promoting their new games, featuring some English schoolboys playing dodgeball. Not only is this a very funny promo, it also raises some ideas about possible sports games. Why not do a line of games based on childhood favorites?

Just imagine: *Virtual Dodgeball*. Anticipate which way the kid is going to run so you can bean him, or leave yourself left or right to avoid an oncoming ball. Watch out though, if the other kid catches the ball, you're outta there!

What about other kid faves, like kick-the-can or suicide? These were some of the best games ever! You can customize you player; is he fast, or does he have a good throwing arm? In kick-the-can, is your guy better at concealing himself than others? The possibilities are endless.

Developers: Look into your own childhoods for game ideas. Some of your favorite weekend activities could translate into super video game fun.



# SCOUTING REPORTS

## MAD ABOUT MADDEN

**W**e've waited...and waited...and waited. Where's Madden '96 for the PlayStation? It was scheduled to come out months ago. Why is it late? I can only speculate, but I would imagine that NFL Game Day might have had a hand in it. With the sports wars about to go full-blown, I would make damn sure that my product was top-notch too. Lord knows one look at Game Day is enough to make any developer a little doubtful about its own product.

Well, for whatever reason EA delayed the PlayStation version's release, it's a moot point now. Whatever it did with its little gem during that time seems to have paid off. Feast your eyes on these tasty pics from the much anticipated title of the winter season: just in time for the Super Bowl. You know the playability is there. You know your favorite teams, along with the two new expansion teams, are there. The rest is gravy, and it would seem that this bowl's over-flowing.

Look for us to review Madden '96 for the PlayStation in our next issue. I'll tell you it straight: Does Madden outplay Game Day, or is there a new sheriff in town?



Sommerall and Madden will give you the lowdown.



It's a sport fan's winter wonderland.

## NHL FACE-OFF

PUBLISHER: SONY  
DEVELOPER: SONY SPORTS

**C**anada's greatest export is lookin' quite purty on the PlayStation, thanks to Sony Sports. Since EA still has nothing to show for itself on the ice, you can forget about 'em (for now, that is, but I'll tell you more about that next issue...). NHL Face-Off looks and plays great!

First off, check out those graphics. I almost dropped a spike when I saw how crisp the players looked when the camera zoomed in. Also, the animation is really smooth, allowing for a more free-flowing game experience. That ain't it, though. The sound is CD quality and 'kicks' in all the right places. You've got grunts, hits, crazy crowds and a plethora of organ fives. I was so caught up in the moment, I started yelling, "Sit down harrmo-head!!" to my friend. Wit, as he got his big head in the way of the TV.

Even in its early stages, NHL Face-Off made me feel cinchy and kinda nervous. All my hang-ups on how great NHL '96 was, for the Genesis, melted away as I brought a new and improved 32-bit Don Swaney up the ice. Multis-head pucksters all over the country will choke on their Iron City when they get their hands on this baby. It looks that good.



## REVIEWS FIFA '96

PLAYSTATION

SPORTS  
1-8 PLAYERS  
PUBLISHER: EA  
DEVELOPER: EA SPORTS  
PHONE: (415) 571-7171

**T**he first soccer sim to hit the PlayStation is here. Unlike its counterparts on the Genesis and SNES, FIFA '96, on the PlayStation, is actually better than the older versions and cooler than FIFA on the 3DO.

It's an upgrade, folks, whaddya want me to say about it? It scrolls and zooms in smoother than any other version, and plays much more fluidly; would you have expected anything else from a PlayStation conversion of a game? Hell, no. What I can do is give you a run-down of this game's features:

More than 3800 real player names and nat-

ings; Unlimited camera angles, with seven preset ones; commentary amounting to 18,000 different phrases; new moves like the Dummy, Numeq and Crossover Fake (maybe these mean something to you, I've never heard of them); 12 international leagues with tons of teams, and multiple skill levels.

What do you think about that, kids? Not too shabby. If you've got a PlayStation, go pick up one of these bad boys, it'll make ya smile.



A bunch of guys you've never heard of, from countries you don't care about.

## NBA IN THE ZONE

PLAYSTATION

SPORTS  
1-2 PLAYERS  
PUBLISHER: KONAMI  
DEVELOPER: KONAMI  
PHONE: (708) 215-3100

**W**hat do you look for in a basketball game? I'd have to say my major requirements are good graphics, solid playability and an eye for detail. I like to see fade-away jumpers, behind-the-back passes and mid-air pump fakes: the nuances of the Real Thing should be evident in the game. If these are the things you look for (and I imagine they are, unless you've got your head up your butt), then NBA in the Zone is what you've been waiting for.

Last issue I said that World Series Baseball for the Saturn, was probably the best sports title ever. Well, it's a month later and now I must say that NBA in the Zone is the best sports title to date. When we slapped this baby into the PlayStation, there was a collective gasp in the room. Manly grunts were audible from all who took control of the joystick.

It's 3-D, the playability is flawless and the graphics are sure to astound. You can play this gem from one of three camera angles, but the ever-popular three-quarter FIFA angle is by far the best. You have no idea until you start playing how good a game this is. For the first time ever, I could read a player's name off the back of his jersey! Not that that was necessary, because every player was distinguishable due to the games' incredible graphics. -

Forget Run 'n' Gun, push aside NBA Live '96, and throw out NBA Jam: *NBA in the Zone* is all you need to know.

10



COLLEGE FOOTBALL  
NATIONAL  
CHAMPIONSHIP II

## GENESIS

• SPORTS

### 1-2 PLAYERS

**PUBLISHER: SEGA.**

DEVELOPER: SEGA SPORTS

PHONE (800) LISA-SEGA

PREVIEWED IN DECEMBER ISSUE

**C**ollege Football National Championship II is another entry into the newly tasted college scene. Looking a lot like Sega Sports' other football titles, *CFCN II* starts out all plays with a blimp view showing most of the field. When the ball starts moving, though, the camera zooms in to show the immediate area of the ball carrier. While this close-up view looks nice and makes it easier to make running decisions, the interruption in play and view change can confuse you, causing momentary disorientation. It's only for a split second, but that's all it takes to turn a six-yard play into a two-yard loss. But don't fret because you can turn this off.

*CFM II* has added a bundle of stats to keep you abreast of player contribution throughout the season, a nice touch lacking in some football sims. Another nice addition is your own personal playbook. Take the plays that you like to call and put them in your own playbook. This way you don't have to wade through all of the lame plays that you never use.

GFNC II is a good football sim. Plenty of stats, 32 college teams, several different modes of play and solid gameplay will ensure that you enjoy this title a great deal.



## Quarterback Attack with Mike Ditka

## SATURN

**Publisher:** Digital Pictures

Developer: Digital Pictures

L2 players

phone: (415) 345-5300

**S**uperfans take note: The mighty Dikta's much anticipated opus is here! A title which the great seer Himself held so close to His patched-up heart is now available for the teeming masses of Dikta-crazed neophytes that speckle the globe.

In what may be considered the greatest acquisition since the Celtics got Kevin McHale and Robert Parish from Golden State, Digital Pictures shakes the video game world to its very foundation by signing this self-proclaimed deity. The resulting product from this union, described by some as the Second Coming, is a first-person football game that has you seeing the world through the eyes of a quarterback. The effect that this has on the player is so realistic that I not only wif myself, but when faced with the image of the Man, I felt as though a great burden had been lifted from my spirit, allowing my soul a better understanding of universal harmony.

In all seriousness, *QB Attack* is not good. The only interaction is on passing plays, and the repetitiveness of the film footage is annoying. Ditka should be ashamed. Except of course, He is perfect, and therefore blameless.

4



## WORLD SERIES BASEBALL

32X

SPORTS

## 1.2 PLAYERS

PUBLISHED BY SEGA

DEVELOPER: SEGA SPORTS

PHONE: (800) USA-SEGA

**T**here is one area in sports games that Sega Sports has over EA: Baseball. The WSB series has been nothing short of brilliant. WSB '95 for the Genesis represents the best that 16-bit baseball will ever get. WSB for the Saturn, although not as much of a simulator, is so much fun to play, that video game geeks can feel like part of the action now too. Well then, you don't need me to tell you that the 32X version is also a homerun. What you do need me to do is give you a reason to cough up the 60 bucks to buy this version when you should already own the Genesis version.

I can't give you a single good reason. Sure, I can tell you that W56 for the 32X has better graphics—but not that much better. The Genesis version already looks smart as is; why upgrade? You aren't going to find any earth-shattering playability tweaks, the stats are still just stats, and no new teams are in there. Last time I checked, there was no expansion in '86.

Not to detract from the game—it's still a marvelous title—but I can't recommend this game because not enough has been changed to warrant its purchase. Sorry.

8



So realistic, they even put in the Curse of the Bambino.

[illegible]

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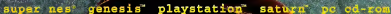
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